

T H E G A M E S L E T T E R

Gaming Info/Review 'Zine - Ed/Pub: Don Miller - (Vol. 11, #'s 1&2; Whole #79/80)
Official Organ of the NFFF Games Bureau - 25¢ ea.*, 10/\$2 - 1st & 2nd Apr/75 Ish

In This Issue --

IN THIS ISSUE: IN BRIEF (misc. notes/announcements); COLOPHON pg 1
GAMER'S MART (Classified Ads); ON THE MOVE (CoA's); THINGS FOR SALE ... pg 2
AUX ARMES! (Wargaming Section); Publications Rec'd; Miscellany pp 3-6
DIPLOMANIA (Diplomacy Section); Publications Rec'd; Back-Issues for Sale pp 7-10
CHESSWORLD: (Chess Section); Magazine Reviews (by Phil Cohen); Publica-
tions Rec'd; Miscellany pp 11-14
SALMAGUNDI (General Games Section); Publications Rec'd; Miscellany
(Books Announced); Magazine Reviews (by Phil Cohen); The Puzzle
Patch; Books Received (Quickie Reviews); Miscellany Revisited pp 15-20
METAGAMING CONCEPTS FLYER (unnumbered) pp 21-22

In Brief --

As you can see, things are moving once again! This is the 4th of four catch-up issues, including all of the magazines rec'd thru 15/4/75, & much of the general gaming material. We still have a stack of books, flyers, games, newspaper clippings & misc. material, so we won't be completely caught up for another couple of issues--after which (after #84), TGL and THE GAMESMAN will be combined into a single magazine coming out either monthly or bimonthly (depending upon how many of you respond by sending us material....and upon whether we can keep up with two monthly 30-40-page magazines (a combined TG/TGL, and either a combined THE WSFA JOURNAL/SON OF THE WSFA JOURNAL or an independent SOTWJ, under a new title). The combined TGL/TG will be named THE GAMESMAN (let's hope this doesn't doom it from the start....), will be mimeo (maybe later offset), will have covers if we can get any (but otherwise no frills), and will have a new price structure (to be decided later). TGL #81/82 will be out in 3/4 weeks, #83-84 6-8 weeks, and the combined TG/TGL 4-8 weeks after #83/84 (material needed!) (the 'zines would be closer together than that, except that we are alternating double-issues of TGL and SOTWJ). ## DISCLAVE '75 4th week-end in May (local SF con; send SSAE for more details if interested).

TGL is approx. monthly (in double-issues); subs 25¢ (10p) ea., 10/\$2 (12/£1 or \$2.50 overseas); double-issues 50¢ ea.; all subs & trades (we trade all-for-all with any games-related 'zine) include Games Bureau membership for duration of sub/trade. For info on airmail, Overseas Agents, etc., write ed. (info on ads on pg. 2). Address Code: A, Overseas Agent; C, Contributor (contributor gets issue in which contrib. appears, or has issue added to sub if appropriate; reviews (games, zines, books), puzzles, problems (Chess, flats, cryptograms, Bridge)--orig. or your favorites, columns, articles, complete games, information, LoC's, cover art (for TG), etc. urgently needed); K, Something of yours is mentioned/reviewed within; N, You are mentioned herein; R, For Review; S, Sample; T, Trade; W, Subscriber (# indicates last issue on sub; note that since all issues are now sent 3rd-class, there is no longer a separate 3rd-class sub); X, Last issue, unless....

NFFF GAMES BUREAU
% D. Miller
12315 Judson Road
Wheaton, Maryland
U.S.A. 20906



TO: LARRY PERRY (T)
P.O. Box 8416
San Diego, CA 92102

Printer Matter Only --
Third-Class Mail

Return Requested --
Return Postage Guaranteed

GAMER'S MART: Classified Ads --

DIPLOMACY WORLD is a quarterly magazine on Diplomacy which is edited by Walter W. Buchanan, RR#3, Lebanon, IN 46052 (phone (317) 482-2824). It is owned by Games Research, Inc. Its purpose is to give a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, presenting the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zinc news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD. Subscriptions sell for \$4/yr. (\$1 discount to IDA members if it's specifically requested);

Ads in Gamer's Mart are free up to (and including) a maximum of 10 35-character lines for TGL subbers & traders (2¢/line thereafter, maximum 50 lines); for others, Gamer's Mart ads are 2¢/line (minimum 25¢, max. 50 lines). Gamer's Mart ads will be run only once from any one submission, but may be run in as many issues as desired if resubmitted each time by advertiser. ## Pre-printed flyers may be distributed with TGL at \$1.50/printed side (max. one sheet (2 sides) with any one issue) for subbers & traders, or \$2/printed side for others. Minimum number of copies which must be supplied: 200. (Be sure to check with us in advance if sending flyer to go out with specific issue, as we may already have flyer scheduled for that issue.)

ON THE MOVE: Changes-of-Address:--

Beck, Luke F.W. -- 7025 Yamini Dr., Dallas, TX 75230.
Holmes, Richard -- 602½ Broad St., Warrensburg, MO 64093.
Pulsipher, Lewis -- 423 N. Main St., Bellevue, MI 49021.
GAMER'S GUIDE -- P.O. Box 1017, Bellflower, CA 90706. (#77/78 returned by P.O.)
Len Scensny, 734 Lawview Ct., Rochester, MI 48063.
David Poese, 1777 Maple St., #31, W.Linn, OR 97068. (#73/74 returned by P.O.)
Mark Rutledge, Box 3541, Q.M. School, Ft. Lee, VA 23801. (#73/74 ret. by P.O.)
David Nystuen, 3196 Valley Ridge Dr., Eagan, MN 55121.

THINGS FOR SALE --

Besides those 'zines listed on pg. 10 of this issue, the following are the only items still unsold from previous lists in TGL (add 35¢ postage/packing on orders for less than \$5; please list alternates, if possible): AERODROME #'s 40,41 (20¢ ea.), 42-44 (25¢ ea.), 46 (15¢); ALTERNATE REALITY #'s 5 (25¢), 6 (30¢), 7 (25¢), 8 (30¢), 9 (20¢), 10,11 (25¢ ea.); THE AMERICAN WARGAMER #1 (20¢); APBA INNINGS II:12, III:1 (50¢ ea.), III:3 (35¢); THE B.A.G.S. CITY JOURNAL #1 (15¢); THE AMATEUR HISTORIAN #1 (.15); BLITZ #1 (.35); EUROPE '44 #'s 7,8 (50¢ ea.); THE FIGHTER'S HOME #3 (.35); THE FORUM #'s 1,2 (10¢ ea.); GALACTIC REPORTS #'s 1,2 (10¢ ea.); GAMER'S GUIDE #'s 1 (10¢), 6 (20¢), 37,38 (25¢ ea.), 39 (50¢), 41 (25¢), 36 (10¢); THE GAMESMAN #6 (\$1); THE GAMESLETTER #'s 11,13,16,17,18-72 (25¢ ea., except for #'s 16,22,23, which are 35¢ ea.), 73/74,75/76,77/78,79/80 (50¢ ea.) (note special: 20 diff. issues, our choice, \$3); GLADIATOR REPORT #'s IV:8 (15¢), 59 (20¢), 61 (25¢); THE GREAT WAR I:4 (15¢); GRUNDSTEIT! (Un) (10¢); THE IFW NEWS #1 (5¢); THE IFW MESSENGER 5/70 (20¢); THE IFW STALINGRAD SOCIETY BULLETIN #GP-3 (5¢); INTERNATIONAL WARGAMER V:9 (75¢); THE INTERNATIONAL WARGAMER SUPPLEMENT 19/9/71 (10¢), 21/11/71 (15¢), #64 (5¢), undated (5¢); KITTLE PITCHERING HUBBLE DE SHUFF #10 (25¢); PEERINALIS III:2.0 (25¢); RECON II:10 (25¢); SIGNAL #6 (10¢); THE SIMPLE (10¢); SNCL MONTHLY 8/69 (50¢); STRATEGY & TACTICS II:3 (#13) (\$2; slightly damaged cy. for \$1.50), #29 (\$3.50); THE KIBITZER #1 (.25); GO RULESHEET (35¢); RULESHEET PORTFOLIO #1 (50¢); SPACE WAR TABLES (10¢ ea.); THE WFF'N PROOF NEWSLETTER W/66, F/67, Sp/70, Su/70, Sp-Su/72 (20¢ ea.); also some extracts from TG & TGL.

Additions: (Still more duplicates!)

AERODROME #47 (FITS Newsletter; 3/75; ditto; 7 pp.; 20¢); LA VIVANDIERE #4 (Undated; offset; 40 pp., incl. covers; \$1); LIBERTERRAN #22 (19/12/74; Jim Bumpas; mimeo; 8 pp.; 25¢); RECON #'s 2:12 (12/74; offset 12 pp.; 25¢), 3:2 (2/75; o; 12 pp.; 25¢); 3:3 (3/75; o; 12 pp.; 25¢); 3:4 (4/75; o; 12 pp.; 25¢); TABLE SPORTS SCOREBOARD #'s 5:2 (12/73; o; 12 pp.; 35¢), 5:3 (1/74; o; 8 pp.; 25¢); 5:4 (2/74; o; 12 pp.; 35¢), 5:5 (3/74; o; 12 pp.; 35¢), 5:6 (4/74; o; 8 pp.; 25¢). More 'zines next issue....

AUX ARMES!

PUBLICATIONS RECEIVED --

AERODROME #47 (3/75): (o-o of the Fight in the Skies Society; ed. Mike Carr, 189-19th Ave., S.W., Cedar Rapids, IA 52404; ditto; bi-monthly; no price given) -- 7 pp.; on 5th Ed. of FITS game; FITS game reports; lists of German, French & Italian first names; membership list; editorial notes.

THE AMERICAN WARGAMER II:8 (3/75) (o-o of the American Wargaming Assoc.; offset; ed. Kevin Slimak, 897 Main St., #4, Cambridge, MA 02139; monthly; \$4/yr., incl. AWA membership from Bob Ruppert, 118 Inman St., Cambridge, MA 02139) -- 10 pp.; notes/announcements/club miscellany; con notes; editor's notes; "Two New Triplanetary Scenarios from GDW"; Game Review, by George Phillios (Panzer Leader); Jim Dapkus' informational column (w/'zine reviews); Gemignani Awards Ballot; George Phillios on Dungeons and Dragons; "Armor Action of the Month", by Eric Knorr; miscellany.

BELLICUS #22 (undated) (Will Haven, 4 Victoria St., Chorley, PR7 2TX, Lancs., U.K.; mimeo; 8" x 13"; 8p ea. / postage; no schedule given) -- 26 pp., incl. cover; notes/announcements; Proposals to extensions to Decline and Fall, by Bob Innes; 'Zine News; letters; moves/propaganda for various Diplomacy games (Regular & Variant) / Strategy One, 4000 AD, Risk, & Go.

THE COURIER VII:2 (undated) (Journal of the New England Wargamers Assoc.; ed. Richard Bryant, 45 Willow St., Brockton, MA 02401; pubbed 8x/yr.; offset; 5 $\frac{1}{2}$ " x 8 $\frac{1}{2}$ "; 75¢ ea., \$5/yr. U.S. & Canada (elsewhere, \$1.10 ea., \$7.50/yr.)) -- 36 pp. / covers; Editorial notes; "Information Lag" (during American Revolution), by Ralph Reinertson; AMR Battle Report by Jose Neira R. & Frederick Hubig, Jr.; "The British Expedition to Cuba, 1762", by Stephen Manganiello; quiz; ads; "XX Century": Editor's Introd., Review of Tractics, and Tractics Battle Problem 101, by Rod Burr; 2 pp. photos; "Bashkir or Tchkesse?", by Fred Vietmeyer; "Sapper's Report: A Simple Boat", by Bill Abrams; "Holm's Deep: Translating an Author's Idea into a Wargaming Model", by Wallace Gable; Rules Review, by Richard Friend (Napoleonic Wars-Naval, 1793-1815, by Edwards & McKenzie); "Annals of the PEF: Pt. III, The Battle of Munster", by J. Saunders; "What is a Victory?", by Scotty Bowden; 1975 Questionnaire Results, by Arnold Hendrick; Jim Odon rebuts Hendrick's review of Dungeons & Dragons in VI:6; club notes; "Thoughts on Solo Gaming", by N.F. Nascati; Sam Kanai on making elevated terrain; short 'zine reviews.

THE FLYING BUFFALO'S FAVORITE MAGAZINE (Richard Loomis, POBox 1467, Scottsdale, AZ 85252; bi-monthly; offset; \$4/yr.) -- #21 (11-12/74): 20 pp.; Editorial notes/announcements; Index to #'s 1-20; letters; misc. short articles, game reports, etc. re F.B.'s computer-run games, Nuclear Destruction, Battle Plan; Game Reviews: Napoleon, Chaco; review of wargame playing aid, the Combat Calculator; Survey results; rules/charts for "Continental Nuclear Destruction", by Lane Marinello; ads; Puzzle; miscellany. ## #22 (1-2/75): 18 pp.; Editorial notes/comments/announcements; Survey; short articles, statistical info, ratings, battle reports, etc. on ND and BP; Game Review: Stellar Conquest; ads (short ads are free to subbers); nominations for "Diplomat of the Year Award"; letters; Survey Results; Puzzle; Miscellany.

THE GUIDE TO WARGAMING PERIODICAL LITERATURE (George Phillios, 897 Main St., Cambridge, MA 02139; quarterly; offset; 75¢ ea., \$3/yr.) -- III:3 (3rd Quarter '74): 5 pp.; Index, by subject, of 355 articles in 85 issues of 37 'zines. ## III:4 (4th Quarter '74): 3 pp.; index to 162 articles from 56 issues of 25 'zines.

IGHIP #28 (10/12/74) (Journal of Interest Group Highland Park & Metro Detroit Gamers; ed. Mike Bartnikowski, 943 Stewart, Lincoln Park, MI 48146; ditto; 20/\$2; bi-monthly(?) -- 7 pp.; meeting schedules & info; Wintercon III report; Fairy Chess column, by Richard Staff (rules for "Billiards Chess"; article on Fairy Pieces (the Riders)); "C.P.: A Provisional Sniper Scenario", by M. Bartnikowski; moves for Diplomacy game (Reg.); end of 1972EF (won F10, D. Kelsey, GER).

LA VIVANDIERE #4 (undated) (ed. Dennis P. O'Leary; quarterly; offset; 5 $\frac{1}{2}$ " x 8 $\frac{1}{2}$ "; 85¢ ea., 4/\$2.50 from Palikar Pubs., 2634 Bryant Ave. South, Minneapolis, MN 55408) -- 40 pp., incl. covers; Editorial; "Field Artillery in the American Civil War", by Gary L. Broman; "Kombat Classics: The Battle of Thermopylae", by O'Leary & Ray Allard;

(Over)

AUX ARMES! : PUBLICATIONS RECEIVED (Continued) --

GenCon III Poll results & 2 pp. photos; "Fantasy Wargaming and the Influence of J.R.R. Tolkien", by Gary Gygax; "Tank Profile"; "Un-Uniforms of the English Civil War" (pt. 2), by Richard Winther; "War(Game Theory) Notebook", by Gregory Scott; Game Reviews: Torgau & Narvik; rules for Midway Variant; "Half Tracks and Armoured Cars" (SDKFZ 233); "Ground Pressure: Cross-Country Mobility of Tanks" (Pt. 2), by Dr. Paul Seguin; ads; miscellany. ## Handsome little magazine, with good layout, excellent repro, plenty of illos/photos/diagrams, and interesting material.

LIBERTERRAAN #22 (19/12/74) (Jim Bumpas, 948 Loraine Ave., Los Altos, CA 94022; mimeo; bi-weekly; \$6/yr. (via airmail for 72¢ extra); newszine for Battle Plan players) -- 8 pp., incl. cover; BP press releases; letters; news; miscellany. ## Plans to open up some Diplomacy games (\$1 / sub), / "simultaneous movement games of tactical armored combat".

MIDWEST GAMING REVIEW (o-o of Midwest Gaming Assoc.; bi-monthly; mimeo; ed. by Len Scensny, 734 Lawview Ct., Rochester, MI 48063; \$1.50/yr. for residents of IL, IN, MI, OH, & Ont., \$2/yr. elsewhere (incl. MGA membership)) -- #12 (12/2/75): 20 pp., incl. cover, / MGA Survey #3; info/announcements on club & con activity; "MGA Happenings", by Paul Wood; Game Reviews: Bar-Lev, by Gary Gillette; King Oil, by Paul Wood; Al & Tom Burkacki compare '61 & '74 versions of Chancellorsville; short game of Panzer Armee Afrika, by Gary Stagliano; Winter War II con report, by Gillette; "Gaming Activities in Ohio", by Al Macintyre; Open Letter to MGA, by Glen Cooley; "The Game Design Advisory Committee", by Lew Pulsipher; "Gaming News and Views", by Len Scensny (news & reviews); additions to MGA membership list. ## #13 (20/3/75): 22 pp., incl. cover; Activities section; Editorial; "MGA Happenings", by Wood; Fantasy & Science Fiction Game Survey #2, by Tom Galloway; Game Reviews: Panzer Leader, by Don Turnbull; Sea Strike, by Bill Somers; GDW Updates; "Alternating Move Team Competition", "Avoiding Inadvertant Errors in FTF Play" (both by Pulsipher); "A Realistic Treatment of City BRP in Third Reich", by Roberto Camino; "Hints (?) for Seastrike", by Don Turnbull; "New Tank! Scenario"; Gaming News & Views"; MGA Membership List. ## Useful, interesting, and informative.

PANZERFAUST (Don Lowry, POBox 896, Fallbrook, CA 92028; bi-monthly; offset; 5 1/4" x 8 1/2"; \$1.50 ea., \$6/yr., \$11/2 yrs., \$15.60/3 yrs., \$75 lifetime (airmail, \$8/yr., \$15/2 yrs., \$21/3 yrs., \$100 lifetime) -- #65 (undated): 48 pp., incl. covers; Editorial; "A Military History of the Third Crusade", by Stanley Grip, Jr.; "A Look at the Ardennes Offensive: The Situation and the Game", by Anthony O'Brien; "Ardennes Breakout", by Randy Heller; "The Myth of the Daylight Battle in WWII", by Jack Greene, Jr.; "Combined Arms Operations", by James Deininger (re France 1940); "A Variant: The Destruction of Army Group Center", by Leo W.G. Niehorster; "Victory Conditions, Neutrality & Capitalist Imperialism", by Tyrone Bomba; "Teaching the Beginner", by Charles Starks; "The Good (?) Old Days", by Mark Wielga; "Game Design: CRT-itis...Some Alternatives", by Clifford Sayre, Jr.; Short game reviews; lettercolumn; ads. ## #66 (undated): 52 pp., incl. covers; Editorial; "The Yom Kippur War", by Kent H. Clotfelter; Lowry reviews six games from Avalon Hill; "The East is Red", by Charles Starks (re game of same name); "The Siege of Gondor", by John Van Devender; "Sinai: A Critique", by Norris Darrall; "NATO Goes Nuts", by Tyrone Bomba; "What I Dislike About Critics of SPI", by Bob Davis; short game reviews; lettercolumn; ads; miscellany. ## Excellent repro, good wargaming material.

PENN WARGAMERS' NEWSLETTER #7 (2/75) (1st Floor, Houston Hall, Univ. of Penna., Philadelphia, PA 19174; ed. Dave Lugg; pub. 5x/yr. by U. of Pa. Chapter of Spartan International Competition League; mimeo; 6/\$1 (free to members)) -- 8 pp. / flyer for '75 Field Marshal Open Tournament & Wargaming Exhibit; Game Review: Starforce "Alpha Centauri", by Joe Leonard; "Naval Rules: Inquiries", by John Desmond; letters; Editorial by Desmond; miscellany.

RECON (RECON Publications, POBox 14602, Phila., PA 19134; monthly; offset; \$3/yr. movement organizaers & GI's, \$10/yr. Institutional & Sustaining members) -- II:12 (12/74): 12 pp.; "Racism in the Military", by David Cortright; "Boeing & the B-1 Bomber", by John Markoff; "Revolutionaries Need Strategy", by Roger Tauss; book (Cont, next page)

AUX ARMES! : PUBLICATIONS RECEIVED (Continued) --

review; misc. re Vietnam; ads. ## III:1 (1/75): 48 pp. / cover (5½" x 8½"); "Inside the I.R.A.", by Bob Whalen; Interview with Cathal Goulding; "Gerrymandering in N. Ireland", by Heidi Pape; EOLAS Interview with C. Goulding; ads. ## III:2 (2/75): 12 pp.; "B-1 Bomber in Flight", by John Markoff; "Revolutionaries Need Organization", by Roger Tauss; letters; ads; misc. on War R&D & CBW; miscellany. ## III:3 (3/75): 10 pp.; "Chemical Warfare Budget", by Chris Robinson; "Conditions for Insurrection", by Jack Abbott; "Biological Warfare", by Chris Robinson; book reviews; misc. re Vietnam. ## III:4 (4/75): 12 pp.; letters, short articles, book review, miscellany. ## Also 4-pg. Index to Vols. I & II. (Note: 35¢ ea., except for 1/75, which is \$1.) ## A "monthly newsletter for the anti-militarist movement", which will not be covered in future TGL's unless it has wargaming material in it.

SIGNAL (John Mansfield, POBox 830, CFPO 5056, Bellville, Ont. Canada, KOK 3R0 (in Europe, from POBox 830, CFPO 5056, 757 Baden Baden 1, W.Germany; bi-weekly "news-zine" aimed at the military hobby field"; mimeo; 6/\$1, 20/\$3 1st-class, 20/\$3 airmail in N. America; in Europe, 8/5 DM or 8/L1) -- #70 (1/12/74): 6 pp.; Editorial; Con news/reports; convention calendar; sections on New Games, Books & Prints, Fanzines Received. ## #71 (15/12/74): 8 pp. / GDW Game Survey Flyer; misc. news; Con News & Reports; sections on New Games & Reviews, Films & TV. ## #72 (15/1/75): 8 pp. / Games 75 Convention Flyer; misc. news; World (Board) Wargaming Society Rules; sections on Conventions, Games, Books & Prints, Zines. ## #73 (1/2/75): 6 pp. / Tim Kirk cover; misc. news; con news/reports; sections on New Games (short reviews), Films & TV, Fanzines Received. ## #74 (15/2/75): 8 pp.; news; con news/reports; new games, etc.; 6 pp. / 1974 Charles Roberts Award Ballot. ## #75 (1/3/75): 6 pp.; news; con news; new games; Figures & Models; Films & TV; Books & Prints; Fanzines Received. ## #76 (15/3/75): 6 pp.; news; con news; short reviews of new games; sections on Models & Miniatures, Clothing, Fanzines Received. ## Useful and informative--and, most important, timely.

STRATEGY & TACTICS ("The Magazine of Conflict Simulation"; Simulations Publications, Inc., 44 E.23rd St., N.Y., NY 10010; ed. James F. Dunnigan; offset (on slick paper) (as was LA VIVANDIERE); bi-monthly; \$12/yr.; in U.K., £7.50/yr., from Simulations Publications, United Kingdom, POBox 46, Altrincham, Cheshire, WA15 6PE, U.K.) -- #47 (11-12/74): 48 pp., incl. covers, / inclosures (Wolfpack map, rules & counters; Feedback Card/Special Offer Sheet; Business Reply/Order Form); "Wolfpack: The German Submarine War in the North Atlantic, 1939-43", by Frank Davis; "World War Three: The Potential for Conflict in the 1970's", by Stephen B. Patrick; Editorial; short letters & articles by reader & staff; Sid Sackson's column on misc. games; Main Article Index for S&T issues 19-47; Feedback Questions. ## #48 (1-2/75): 48 pp., incl. covers, / inclosures (map & counters for Sixth Fleet); "Sixth Fleet: US/Soviet Naval Operations in the Mediterranean in the 1970's", by David Isby & James Dunnigan; Editorial; "Global War: The War Against Germany and Japan, 1939-45", by Martin Campion; 1974 SPI Annual Report; Feedback Questions; short reviews/announcements; ads.

SUPERNOVA #24 (15/7/74) (Lew Pulsipher, address on pg. 7; mimeo; irregular; 40¢ ea.) -- 22 pp.; Introductory Editorial; ads; news/notes/announcements; Rules & map for "Cities in Flight Diplomacy", by Tom Galloway; rules for "Solar War I", by Stuart Trembly; rules for "Wayland Madness", by Tom Galloway; three Game Outlines, by Peter Aronson; "Scenarios and Additional Ships for Empire", by Peter Aronson; letters. ## Outstanding 'zine on space wargaming; hope it's still being published.

SWABBERS (Herb Barents, 1142 S. 96th St., Zeeland, MI 49464; ditto; 50¢ ea., 6/\$2.50; bi-monthly) -- #38 (11-12/74): 12 pp.; Game Review: Frigate; book report; Battle Report; Game Review: Coral Sea; more book reviews; "Tactical Naval Design Theory" (Pt. I), by Herb; notes/announcements. ## #39 (1-3/75): 11 pp.; Coral Sea Game Report; "Coral Sea Strategies"; "Coral Sea Tactical Variant"; Game Reviews: Wolfpack, Missile Boat; notes/announcements. ## Covers all aspects of naval wargaming, but poor repro makes it very difficult to read in places.

WARGAMER'S INFORMATION #1 (2/75). (Richard Loomis, address on pg. 3; offset; 8½" x 14"; monthly; 12/\$2, 25/\$4) -- 6 pp.; conflict games news magazine; misc. news; let-

(Over)

AUX ARMES! : PUBLICATIONS RECEIVED (Continued) --

ter; Louis Zocchi "Blows his stack"; Convention Announcements; Game Reviews; ads; miscellany. ## With the disappearance of GAMER'S GUIDE and the slowdown of THE GAMESLETTER, there's a dearth of zines devoted to the U.S. gaming scene, so Richard's new 'zine is most welcome, and we wish it instant success!

WARGAMERS TABLOID #1 (undated) (James Grisot, POBox 407, Tustin, CA 92680; monthly; offset; 3/\$1; gaming newsletter pubbed by International Gamers Assoc. (lifetime IGA memberships \$15, from Russell Powell, 5820 John Ave., Long Beach, CA 90805)) -- 2 pp.; news/IGA organizational announcements/tournament info.

THE WASHINGTON GAMER #4 (29/3/75) (o-o of Washington Gamer's Assoc.; ditto; no info on memberships, subs, or schedule (unless it was in the illegible section); ed. Jon Southard (address not given); assume memberships from either WGA Treasurer (Dan Gallagher, address on pg. 10) or Council Chairman (Robert Blau, 604 Crestwood Dr., Alexandria, VA 22303)) -- 4 pp.; notes/announcements; article on 4000AD (couldn't make out title or text); Game Reviews: The African Campaign, by Rob Blau; The Warlord, by Blau; miscellany. ## Interesting; only wish repro was better....

WORLD WAR ENTHUSIAST (Graphics House, Ltd., 218 Beech St., Bennington, VT 05201; ed. Ray Merriam; bi-monthly; offset; 5 $\frac{1}{2}$ " x 8 $\frac{1}{2}$ "; \$1 ea., \$5/yr., \$9/2 yrs., \$12.50/3 yrs.) -- I:4 (7-8/74): 32 pp., incl. covers; Editorial; "Flemish Volunteers of the Third Reich, 1940-45", by Richard Landwehr; "Royal Armoured Corps Tank Museum", by Tom Dinackus; "Westland Lysander"; ads; book reviews; "Wings in Memory: Curtiss and the Hawks", by Edward Sullivan; several short articles on modelling; "Correspondent: War Zone", by Jon McDermott; news section; short 'zine reviews; lettercol; miscellany. ## I:5 (9-10/74): 40 pp., incl. covers; Editorial; "The Russian Soldier in the Great Patriotic War of 1941-1945" (Pt. IV: The Combat Arms); "Wings in Memory: Focke Wulf FW 190", by Gary Billiter; "German Anti-Personnel Stick Grenades", by S. Frederick Kerns; "Tank Recovery Vehicles: M31 Series", by Thomas Bell; "Type 99 K-3 Remote Controlled Tanks", by Paul Roland; "Introducing the Confederate Air Force", by George Reynolds; "The Aleutian Campaign and The Last Heavy Gun Naval Duel", by Jon McDermott; "USAAF Aircraft Nicknames", by Richard Marmo; misc. short articles on ship & misc. aspects of wargaming; "D-Day and 1944: A Comparison", by Laurence Rusiecki; book reviews; news; 'zine reviews; letterc; ads; miscellany. ## I:6 (11-12/74): 40 pp., incl. covers; Editorial; Index to Vol. I; letters; "Luftwaffen Feld Divisionen", by Leo Niehorster; Pt. II of "Introducing the Confederate Air Force"; "Japanese Snipers", by Ray Merriam; "Focke Wulf FW 190", by Ray Morrison; book reviews; "The Bombing of Japan", by William Wolf; "Wings in Memory: Heinkel HE 51", by Edward Sullivan; news; short articles & columns; "Recent Replica Report"; "The Medals and Decorations of Our 'Unsung Heroes'"; 'zine reviews; ads; miscellany. ## II:1 (1-2/75): 36 pp., incl. covers; Editorial; Pt. V of "The Russian Soldier" ("Russian Battle Techniques"); "British #82 Gammon Grenade", by S. Frederick Kerns; "The Battle for Kursk: I Fought at Prokhorovka", by Rudolf Tannenbaum; "Nazi Military Relics: Real Thing or Reproduction?", by James Cross; "Airfields of the 8th Air Force", by S.R. "Roy" Walters; "Ka-Mi: Type 2 Amphibious Tank", by Paul Roland; "Focke Wulf FW 190", by Ray Merriam; "Hairbreadth Tom (Moorer)", by Kemp Tolley; "The Future of Naval Wargaming?", by John Desmond; "Jagpander's Special Panzerblitz Boards", by A.V. Trevelian; misc. short articles; book reviews; 'zine reviews; ads; "Recent Replica Report"; news; letters; miscellany.

MISCELLANY --

Howard Thompson (Metagaming Concepts, POBox 15346, Austin, TX 78752), writes: "I'm gearing up for a modest magazine on s-f gaming, THE SPACE GAMER, . . . Our 1st issue should be mailed in late May to everyone who bought SC his game Stellar Conquest, a flyer for which will be distributed with this issue of TGL, space permitting--ed./ ad an introductory copy. It will be a quarterly effort at first then go to bimonthly. A six-issue subscription will be \$3."

May '75 Cons -- 2-4 (2nd Annual European/competition in board (NAW), miniature (1/200) & Diplomacy; info: M.Liesnard, Av.A. Milcamps, 221, B-1040 Brussels, Belgium); 3-4 (Canadian National Con; miniatures/board; info: J.Hutchings, 4578 Brentlawn Dr., Burnaby 2, BC, Canada); 17-18 (Present Arms, Southends, Essex, U.K.). Thnx, SIGNAL

DIPLOMANIA

PUBLICATIONS RECEIVED (* indicates game openings as of last issue received) --

A.D.A.G. (Hal Naus, 1011 Barrett Ave., Chula Vista, CA 92011; ditto; no subs; monthly) -- #97 (18/1/75): 4 pp.; notes/announcements; moves, propoganda (Regular Diplomacy only); #98 (22/2/75): 4 pp.; moves, prop.; end of 1972DC (5-way draw W'09 between Brad Payne (GER), Mark Moustakis (ITA), Rick Brooks (TUR), Steven Brooks (FRA), & Larry Cheatham (RUS), w/Charles Miller (ENG) surviving).

*ATLANTIS #78 (3/75) (Chris & Deborah Schleicher, 814 E.Old Willow Rd., Apt. 214, Wheeling, IL 60090; mimeo; monthly; 10/20 10¢ stamps; openings in Regular game, fee \$7) -- 11 pp.; moves (Regular games); 'zine reviews; "Diplomacy Openings"; by Eric Verheiden; News Release; "A Rating Survey 4".

BLOOD AND IRON (Lewis Pulsipher, 423 N.Main St., Bellevue, MI 49021; mimeo; no subs) -- #33 (12/6/74): 6 pp.; moves/prop. for Variant games; notes/announcements; MGA News; #34 (11/7/74): 6 pp.; notes/announcements; letter excerpts; rule additions for Ser Opt I; moves/prop.; #35/36 (22/7/74): 8 pp. / '74 Calhamer Awards Ballot; moves/prop.; Michicon II Report; notes/announcements; "Militarism II" rules; letters; rules for "Hard Choice" Diplomacy, by Don Efron; #37/38 (19/8/74): 8 pp. / N.American Diplomacy Players' Survey ballot; letters; moves/prop.; notes/announcements; #39 (14/9/74): 4 pp.; notes/announcements; moves/prop.; #40 (6/10/74): 6 pp.; moves/prop.; letters; notes/announcements; rules & map for "Cities in Flight Diplomacy", by Thomas Galloway; #41 (26/10/74): 4 pp.; notes/announcements; moves/prop. ## Just got this batch in the mail; don't know if it's still active.

*BOAST #61 (Herb Barents, 1142 S.96th St., Zeeland, MI 49464; ditto; tri-weekly; \$2.75/yr; one opening in one Regular game (don't see fee mentioned anywhere)) -- 30/3/75; 12 pp.; moves (Reg. & Var.); Pt. III of Calhamer article, "Multiple Worlds and the Appearance of an Ideology, in the Game of Diplomacy"; news notes/announcements; end of 1971AY (won W12, John Boyer (ENG), by concession; Game Review: Rommel: Mini-Reviews (games). ## There were some other items in here, but repro was so bad we couldn't make them out. Interesting/informative, but oh-that repro....

THE BRIEFING ROOM (22/2/75) (Mike Ritter, 332 West J, Brawley, CA 92227; mimeo; moves/prop. (Reg.); 2 pp.; not a 'zine in its own right, but an inclosure with ALTERNATE REALITY II:1 (Ron Melton, 621 Main St., El Centro, CA 94223; offset; 12/\$3; monthly; 16 pp., incl. cover), which is now mostly an SF fanzine with occasional wargaming material, and will henceforth be covered in SON OF THE WSFA JOURNAL rather than TGL (we will note wargaming material in TGL when it appears in AR)).

BUSHWACKER IV:5 (4/75) (Fred Davis, Jr., 3012 Oak Green Ct., Ellicott City, MD 21043; monthly; mimeo; 12/\$2 N.America, 12/\$2.50 overseas) -- 6 pp.; notes/announcements; Game Review: 1812; moves/prop. (Variants).

*CLAW & FANG (Don Horton, 16 Jordan Ct., Sacramento, CA 95826; mimeo; bi-weekly; 10/\$2 (/ 30¢ via airmail); will go up to 12/\$3 May 1; openings in Regular Dippy, fee \$2 / sub) -- #48 (16/3/75): 8 pp.; notes/announcements; moves/prop. (Reg.); Eric Verheiden on "The Convoyed Attack"; another Game Theory article, by Alan ? (repro was too bad to read name of author, title, and half of article; this was Don's first attempt at mimeo, and the only bad page in the 'zine); end of 1973AY (won S'15, David Forte (TUR), by concession); #49 (1/4/75): 10 pp.; notes/announcements/miscellany; moves/prop.; Michael Ward on baking Sourdough; end of 1973BM (won F11, Stephen Hall, RUS); "Saddlepoints, Encyclopedias, and Human Error", by Tom McCloud. ## Particularly enjoy the "extras" in this dependable Dippy 'zine.

*COMMAND POST (John Mirassou, Rt. 2, Box 623AC, Morgan Hill, CA 95037; ditto; tri-weekly; 6/\$1.10; openings in Regular game, fee \$1 / sub) -- #15 (undated): 2 pp.; moves (Reg. & Var.); #18 (4/4/75): 6 pp., incl. cover; notes/announcements; letter; moves/prop.

*COURIER (Don Turnbull, 21 Whitwell Way, Coton, Cambs. CB3 7PW, U.K.; mimeo; 8" x 10"; 1p/sheet / postage; openings (Waiting Lists) for: UK only games (Regular, Origins, Mordor-vs-the-World), International games (Regular, MVTW-IV, Origins)) -- #93 (26/3/75): 8 pp.; moves/prop. for UK-only games (Reg. & Var.); end of 1969CF (won Aut/29, Ray Evans, FRA); #94 (30/3/75): 3 pp.; moves/prop. Internat'l games (R & V).

(Over)

DIPLOMANIA: PUBLICATIONS RECEIVED (Continued) --

*THE EXPONENT #12 (26/3/75) (o-o of John Dewey High School Strategic Games Club; ed. Richard Kovalcik, Jr., 947-56th St., Brooklyn, NY 11219; mimeo; 8½" x 14"; free to Dewey students & teachers, 10/\$1.50 1st-class (10/\$2 airmail) U.S., Canada & Mexico (elsewhere, 5¢ ea. + postage for 2 ounces; minimum 10 issues); openings in Regular game & Dungeons & Dragons; no game fee for subbers) -- 14 pp.; notes/announcements; moves (Reg.); "Moves in a Sample Game, with Comments on the Interpretation of the Rules", by Eric Verheiden; "A Description of The Diplomacy Association", by John J. Beshara; "Go, Anyone?", by Gilbert Sprague; "Services and Purposes of the International Diplomacy Association", by Edi Birsan; "An Answer to The Value of Building FStp(nc)", by David Alexander; "The True Value of Building FStp(nc)", by Peter Berggren; "The Value of Building FStp(nc) Revisited", by the ed.; House Rules; miscellany. ## Fine issue, with a plethora of material designed to introduce prospective and beginning players to the field.

*GINNUNGAGAP #1 (19/?/75) (Michael Friedman, 76 Halyard Rd., N.Woodmere, NY 11581; mimeo; no schedule given; 10/\$1.25; openings in Regular game, fee \$3) -- 2 pp.; announcements/plugs; no games yet. ## Last issue should have been numbered 0½. ## Almost forgot--should also have noted in contents synopsis of SF novel, Ward Moore's Bring the Jubilee, + miscellany.

HOOSIER ARCHIVES #161 (8/3/75) (Walt Buchanan, R.R. #3, Lebanon, IN 46052; ditto; 10/\$2, 26/\$5 U.S.; elsewhere, 8/\$2, 26/\$6; devoted to running analyzed demonstration games played by experts) -- 1 pg.; special issue announcing delay in publication of DIPLOMACY WORLD II:1 (for the best of reasons: March 3 birth of second son, John Douglas Buchanan (congratulations!), + move to new house).

IMPASSABLE #48 (23/3/75) (John Boyer, 117 Garland Dr., Carlisle, PA 17013; mimeo; 12/\$2 (6/\$1 for "newbloods"); tri-weekly) -- 18 pp. + 2-pg. rules & map for "Ancient Empires I", by John; Game Openings (in other 'zines); news/announcements; moves/prop. (Reg. & Var.); Editorial; "Northern Stalemate Positions", by Eric Verheiden; "A New Approach?", by Francis McIlvaine; letters; chapters in SF & Dippy serials; Pt. II of Spanish History; miscellany. ## Still one of the best!

LEBANON GAZETTE (Hal Naus, address on pg. 7; ditto; no subs; monthly) -- #22 (18/1/75): 2 pp.; moves (Var.); end of 1973Idm (drawn W'81, Nichols & Black); #23 (22/2/75): 1 pg.; moves.

*LIAISONS DANGEREUSES (Len Lakofka, 644 W. Briar Pl., Chicago, IL 60657; ditto; tri-weekly(?); 8/\$2 surface, 7/\$2 airmail (overseas, 5/\$2 airmail); openings in Reg. for novice players only (fee \$6 N.America via surface, \$8 N.America airmail, \$11 foreign airmail) -- #53 (27/2/75): 6 pp. + N.American Diplomacy Players' Survey #2; moves (Reg.); analysis of F'01, 1974HW; end of 1971EK (won F13, Keller (GER), by concession); #54 (15/3/75): 8 pp.; moves/prop.; "Rogues' Galley '75 Update"; "A Short History of the Boardman Numbers", by Rod Walker (repr.); 'zine notes; '74HW S'-2 analysis; #55 (9/4/75): 8 pp. + Gemignani Awards Ballot; Ratings Survey #4 (repr. ATLANTIS #78); Outline of topics to be covered in I.D.A. Publisher's Handbook; moves; '74HW F'02 analysis. ## '74HW analysis includes unique Value Grid.

*THE MASTER MACHIAVELLIAN #8 (1/4/75) (Michael Hohmcier, 238 N. Bowling Green Way, Los Angeles, CA 90049; ditto; monthly; 12/\$2.50; openings in Regular (fee, \$1) & "Colonia" Variant (\$1.50), excluding sub) -- 6 pp.; notes/announcements; moves/prop. (Reg.); 'zines reviews; miscellany.

THE MIXUMAXU GAZETTE (Robert Bryan Lipton, Box 360, Lafayette College, Easton, PA 18042; mimeo; tri-weekly; 5/\$1 (noted somewhere (CLAW & FANG?) that this was to cease publications after 7 more issues; Robert?)) -- #26 (21/12/74): 12 pp.; poetry; book review (The Seven-Per-Cent Solution); miscellany; #27 (11/1/75): 10 pp.; moves/prop. (Reg. & Var.); end of 1973HX (drawn F'06, Doug Reif (ENG), Michael Friedman (ITA), Ed Hollshwander (FRA), Martin Green (A-H)); book reviews, by Raymond Heuer (Mary Stewart's The Crystal Caves & The Hollow Hills); miscellany; #28 (1/2/75): 12 pp.; "A Rating Survey 3"; poetry; moves/prop.; end of 1972CF (drawn F'14, Charles Sharp (FRA), Burt Labelle (TUR), Joel Klein (ITA)); book review (The Mote in God's Eye); miscellany; #29 (22/2/75): 12 pp.; moves/prop.; mailing list; poem; Robert on the works of Brian Aldiss & Poul Anderson in his SF collection; miscellany.

(Cont. next page)

DIPLOMANIA: PUBLICATIONS RECEIVED (Continued) --

*MOESHOESHOE (Michel Feron, Grand-Place 7, B-4280 Hannut, Belgium; ditto; weekly; current sub rate being reevaluated, new rates to be announced later; openings in English-speaking International Regular game, Int'l Hyperspace, Int'l Black Hole, Int'l Circle Variant, Int'l Purest Diplomacy, Benelux Regular game (no fee, but deposit of 100FB (\$2.50 or 108p) req., refunded at game-end to non-dropouts); in mixed French and English) -- #102 (20/10/74): 10 pp.; moves/prop. (Reg. & Var.); #103 (28/10/74): 1 pg.; moves; #104 (4/11/74): 1 pg.; moves; #105 (12/11/74): 1 pg.; moves; #106 (18/11/74): 6 pp.; moves/prop.; announcements; miscellany.

N.A.V.B. REPORTS (o-o of N.American Variant Bank; irregular; ditto; 3/\$1; ed. Dan Gallagher, 6425 King Louis Dr., Alexandria, VA 22312) -- #1 (undated): 9 pp.; introduction; listing of Variants currently in stock; #2 (9 pp.): notes/announcements; NAVB Price List #1. ## The NAVB is attempting to gather rules/maps/rulings for every Diplomacy Variant published in the U.S., and to make xerox copies avail. at 10¢/page + postage. (A worthy project; our only criticism is that where orig. rules/maps are still avail. from orig. publisher, this should be so noted in price-list--this would benefit both orig. publisher and purchaser (who might prefer orig.).)

NOBLE CANYON DAILY BUGLE (Hal Naus, address on pg. 7; ditto; monthly; no subs) -- #23 (7/12/74): 1 pg.; moves (Reg.); #24 (18/1/75): 1 pg.; moves; #25 (22/2/75): 1 pg.; moves/prop.

OBSESSION (Peter Shamray, POBox 24872, Los Angeles, CA 90024; ditto; bi-weekly; 12/\$2) -- #14 (12/1/75): 2pp.; moves (Reg.); #15 (26/1/75): 2 pp.; moves; #17 (23/2/75): 4 pp.; moves; mailing list.

THE POCKET ARMENIAN (Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432; mimeo; tri-weekly; 8/\$2) -- #9 (22/12/74): 18 pp.; moves/prop. (Reg. & Var.); "Fall of Rome: MegaScenario", by Greg Costikyan; "Chess Variants", by Adam Gruen (rules for "The Dutch Pretzel", "Blitzkrieg Chess", & "Time-Warp Gate Chess"); letters; #10 (12/1/75): 12 pp.; moves/prop.; letters; "THE POCKET ARMENIAN Houserules: A Commentary", by John Beshara; H-R Revisions; "Chess Variants", by Mark Zimmerman (rules for several short Variants); #11 (1/2/75): 18 pp.; "Flippancy as a Psychological Device in Wargames", by Greg Costikyan; Wintercon III Report; more on H-R's; poetry; moves/prop.; letters; miscellany; #12 (1/3/75): 12 pp.; "Flippancy Revisited", by Evan Jones; moves/prop.; miscellany. ## A nice mixture of material from various areas of the gaming scene. Well worth the subscription price!

RAGNAROK (Lew Pulsipher, address on pg. 7; mimeo; no info on subs or schedule) -- #10 (undated): 2 pp.; moves/prop. (Var.); #11 (25/4/74): 4 pp.; moves/prop.; vignettes of players; miscellany. ## Don't know if this is still coming out.

SHAFT!! (Andy Phillips, 128 Oliver St., Daly City, CA 94014; ditto; bi-weekly; 7/\$1) -- V:11 (14/7/74): 2 pp.; moves/prop. (Var.); V:12 (28/7/74): 2 pp.; moves; V:13 (11/8/74): 2 pp.; moves/prop.; end of 1972Bcw (won W11 by Dave Grabar, by concession); V:14 (18/8/74): 1 pg.; moves; V:15 (1/9/74): 2 pp.; moves; Pt.I of 1972 Bcw Winner's statement; V:16 (8/9/74): 2 pp.; moves; 1972Bcw statements; announcements; V:17 (28/9/74): 2 pp.; moves; more 1972Bcw miscellany; V:18 (19/10/74): 2 pp.; moves; more 1972Bcw; announcements; V:19 (26/10/74): 2 pp.; moves/prop.; V:20 (19/11/74): 2 pp.; moves; V:21 (17/11/74): 1 pg.; moves/prop.; V:22 (29/11/74): 2 pp.; moves; announcements.

THE SIBERIAN (Steve Norris, Box 341 Station B, Nashville, TN 37235; mimeo; 30¢ ea. + postage; no schedule given; chronicle of game 1971Bcm of Hypereconomic Diplomacy II) -- #18 (1/2/74): 1 pg.; Corr. to #17 & miscellany; #19 (1/3/74): 2 pp.; more corr. & miscellany; #21 (30/4/75): 4 pp.; corr. to #20 & miscellany; #22 (30/5/74): 2 pp. + new world sea-province map; miscellany; #25 (1/10/74): 26 pp.; Sum'03 game report (incomplete issue, missing various inclosures); #26 (3/11/74): 3 pp.; miscellany; #27 (1/1/75): 26 pp.; Fall '03 game report; #28 (1/2/75): 4 pp.; corr. to #27; corr. to #28; miscellany; #29 (13/3/75): 31 pp.; W'04 game report. ## Also propagandazine THE ARSONIST #3-4-5 (Milan; 1 pg. ea.; mimeo); THE GREEKLY WEEKLY #'s 10-11 (ea. 2 pp., ditto); LATIN AMERICAN GAZETTE #3 (Guatemala; 1 pg.; mimeo); THE NEW YORK TIMES #11 (4 pp.; mimeo); WORLD PRESS INTERNATIONAL #9 (6 pp., mimeo).

(Over)

DIPLOMANIA: PUBLICATIONS RECEIVED (Continued) --

And "The Rules for Hypereconomic Diplomacy" (30 pp. + maps; mimeo); 5 pp. world maps; Player roster; SIBERIAN House-Rules; 2 pp. misc. rule-changes. ## Would like to obtain missing/incomplete issues, as we'd like to keep our files up to date (we plan eventual new set of rules once a complete game has been played, and so would like to follow this game as completely as possible).

SWEETWATER CANYON DAILY BUGLE (Hal Naus, address on pg. 7; ditto; monthly; no subs) -- #52 (7/12/74); 1 pg.; moves (Reg.); #53 (18/1/75): 1 pg.; moves; #54 (22/2/75): 1 pg.; moves.

WAR BULLETIN (Hartley Patterson, "Finches", 7 Cambridge Rd., Beaconsfield, Bucks HP9 1HW, U.K.; mimeo; no schedule given; 5/35p U.K., 5/50p Europe, 3/\$1 U.S. air-mail, 6/\$1 U.S. seairmail, 3/45p Canada airmail) -- #59 (10/11/74): 18 pp.; moves/prop. (Reg. & Var.); announcements; news; letters; game review (Drang Nach Osten); mailing list; W.B. House-Rules; #60 (1/1/75): 13 pp.; news/announcements; moves/prop.; 'zine reviews. Also Games 75 Convention Flyer (British Games Convention to be held 8/75; regis. 50p, to Tony Anderson, 48 E.View, Barnet, Herts EN5 57N); rules for "Carthage" (Diplomacy Variant) (4 pp.; mimeo).

WARLORD (Dan Gallagher, address on pg. 9; ditto; tri-weekly; 6/\$2) -- #22 (4/1/75): 10 pp.; notes/announcements; "Rediscovering Monopoly", by Howard Mahler; moves/prop. (Reg. & Var.); #22½ (28/1/75): 6 pp.; editorial (after this issue, will cut back on general material & will carry only game reports); "Anti-Monopoly", by Lawrence Gillespie; moves/prop.; #23 (16/2/75): 4 pp.; moves/prop.

YGGDRASILL CHRONICLE (John Van De Graaf, 37343 Glenbrook, Mt. Clemens, MI 48043, & Paul Wood, 24613 Harmon, St. Clair Shores, MI 48080; mimeo; monthly; 25¢ ea., 10/\$2) -- #42 (23/11/74): 8 pp.; news/announcements; moves/prop. (Reg. & Var.); end of Fall of Rome game (won 259AD by Dave Sleight); #43 (6/1/75): 10 pp.; news/announcements; moves/prop.; start of "War Bonds" game; end of 1972CW (won F11, Tim Tilson, RUS); #44 (3/2/75): 10 pp.; news/announcements; moves/prop.; GM Analysis of game 1973AZds; #45 (3/3/75): 10 pp.; news/announcements; moves/prop.; end of 1972CC (won W13, Dave Sleight, ITA); miscellany; #46 (31/3/75): 8 pp.; news/announcements; moves/prop.; end of 1973AJbk (won F10, Victor Ricci, GER).

BACK-ISSUES FOR SALE --

(Underlined issues are in short supply)

DIPLOPHOBIA -- 1-3, 4, 5, 6-16, 17, 18-32, 33, 34, 35, 36, 37-42, 43, 44, 45, 46, 47, 48, 49, 50-52, 53, 54, 55, 56, 57-61, 62, 63, 64, 65-90, 91, 92-114 (20¢ ea. (35¢ ea. for 1, 25, 26, 43, 105)).
DIPSOMANIA -- 1, 2, 3, 4-6, 7, 8-16 (20¢ ea. (25¢ for #6; 35¢ ea. for #'s 1, 7, 8)).
FANTASIA -- 1, 2, 3, 4-7, 8, 9-17, 41, 45, 46, 47, 49, 51, 53, 54, 56 (25¢ ea. (50¢ ea. 1, 2, 3, 8)).
HYDROPHOBIA -- 1-9, 10, 11, 12, 13-15, 16, 17-20 (20¢ ea. (30¢ ea. #'s 2, 3, 4)).
LETHE -- 1, 2, 3, 4, 5, 6, 7, 8, 9 (15¢ ea.) /25¢ ea. 12-14)).
SUPERCALIFRAGILISTICXPALIDOCIOUS -- 1-7, 8, 9, 10, 11-14, 15 (10¢ ea. (35¢ ea. 1, 10, 11; 25¢ ea. #'s 9, 10)).
AUX ARMES! -- 1, 2-13 (50¢ ea. (15¢ ea. #'s 2, 3, 11, 12, 13; 25¢ ea. #'s 9, 10)).
DIPLOMANIA -- 3-7, 10-13, 14/15, 16/17, 18, 19/20, 21, 22, 23, 24/25, 26-33 (#'s 3, 5, 6, 7, 10, 32: 20¢ ea.; #'s 4, 11: 30¢ ea.; #'s 12, 13, 18: 35¢ ea.; #33: 75¢; rest 50¢ ea. (double-issues, \$1 ea.)).
THE EXCHANGE -- 1-10 (10¢ ea.) /issues, \$1 ea.)).
SHANGRI-LA -- 16-23 (15¢ ea.).
BARAD-DUR -- 1, 3, 4, 7, 10, 12, 14, 15, 16-30, 31, 32, 35, 36, 37, 38, 38½, 39, 40, 44 (15¢ ea. (35¢ ea. 39, 40, 44)).
ASGARD ADDENDA -- 2-6 (#2: 35¢; rest 15¢ ea.) /for #26; 10¢ for #44)).
NORSTRILIA NOTES -- 23, 28, 29 (pg. 2 only), 30 (15¢ ea.).
TOOREY TRIENNIAL TORTOISE -- #6 (w/MESKLIN MEMOS #6) (15¢).
WERELD SCHEMERING WEEKLY WOMBAT -- #7 (15¢).

Plus lots of maps for Diplomacy Variants; extracts/rulesheets from DIPLOMANIA.

Avail. from Don Miller, 12315 Judson Rd., Wheaton, MD 20906; add 35¢ postage/packing on orders under \$5; 10% discount on orders over \$10, 20% on orders over \$25. Special offer: 1,000 pages (all different--our choice), \$7.50. Prices go up when postage is increased. 'Zinos w/Variant rules &/or maps: (* means complete): AUX ARMES! 1, 4, 5, 6, 7; DIPLOMANIA 4*, 11*, 16/17*, 24/25*, 19/20, 21, 23, 27*, 28*; DIPSOMANIA 1*, 7*, 8, 2; FANTASIA 1*, 2*, 3*, 8; SUPERCAL 1*, 10*. (See list in TGL #52 w/changes in #53.)

MAGAZINE REVIEWS (Reviewer, Philip Cohen) --

FEENSCHACH (in German; bi-monthly; offset; 20DM/yr., single issues 15DM/pg., from Erich Bartel, 89 Augsburg, Rockensteinstrasse 37, W.Germany. Can also be ordered thru the British Chess Problem Society (send \$7 cash--more if the mark's gone up, I'd guess--to G.W. Chandler, 46, Worcester Rd., Sutton, Surrey, U.K.; while you're at it, send £1.25 for 6 issues of PROBLEMIST, the best problemzine buy I know of)) -- XIII:22 (6/74): 32 pp. The usual features, which I won't mention again here--new problems (69 of them) in the accompanying issue; solutions for a previous issue and awards for best-of-issue, with lots of commentary; solver lists; Ludwig Zagler's record-construction column. In addition: Results of the 31st FEENSCHACH thematic tourney, for helpmates with the theme: White sacrifices a piece on the 8th rank on his first move, and on his second promotes on the same square to a weaker piece. Two prize-winners, nine other award-winners, and 21 further examples are given of this interesting theme. Results of the 32nd tourney, on the Argentine Theme: positions with the two stipulations (a) Helpmate in n, (b) Helpstalemate in n, where n is the same in both. Six prizewinners and six commended problems are given, all remarkably neat constructions. Announcements of a construction tourney on eight themes such as: construct a position in which a single Black move increases the number of possible White moves by the maximum amount. Short pieces on Ernst Skowronek and Jean Zeller, with some of their problems. "Triple Black promotion in series-helpmate miniatures" by Günter Glass gives 19 examples, showing 16 of the 20 possible sets of three promotions. "Tourney results" reprints 64 prizewinning problems from various fairy tourneys; this column in itself is worth the price of the magazine. A review of the Q Press Introduction to Retrograde Analysis by Dr. Karl Fabel; J. Haas is the reviewer; he likes it. The Zagler column has as appendix two pages of tables of record tasks, supplementing those in issue 19. And on the back cover is an Escher pastiche by H. Schiegl, "Nachtreiter evolution", showing white knights turning into black nightriders. ## XII:23 (21/6/74): 24 pp. This is a memorial issue for Wilhelm Karsch, founder of FEENSCHACH. It was sent out with #22, and contains none of the usual features except the problem section (not in 22). It also has: "Memories of Wilhelm Karsch" by Peter Kniest, and a short piece by Karsch's daughter. "Circe Helpdoublemate" by Harry G. Polk, with five not terribly intriguing problems. "News of the Double Follow-mover" by Bernhard Haas, eight new problems with the stipulation "both players must, if possible, move to the square just vacated by the opponent". "Orthodox and fairy pieces" by Kjell Widlert, discussing whether certain principles ("no promoted pieces if possible") make sense in fairy problems. "Rien ne va plus!" by Helmut Rössler, dealing with helpstalemates in miniature form, with 17 examples. Also an article on use of the Circe Chess return-power for purposes of line blocking, and one or two other bits. Along with 22-23, came a booklet, 50 Jahre Schach-Klub Kriegshaber, a funny and enjoyable jubilee booklet that "erscheint regelmässig alle 50 Jahre". If interested, ask Erich Bartel (address above) about it, or maybe send an extra buck with your subscription.

DIE SCHWALBE (in German; bi-monthly; 24DM/yr., from Dr. Werner Speckmann, 47 Hamm, Lisenkamp 4, W.Germany) -- #27 (6/74): 20 pp. As every month, a selection of problems (54 this month, including 15 fairies). Two articles on the status of retro-analysis problems by Werner Keym (clear and sensible) and A.S.M. Dickins (heavily ironic and adding little new). An announcement of the 1974 German problem-solving team championship. Results of the 1972 SCHWALBE fairy Chess informal tourney. Tourney reports, nine prizewinning problems reprinted from three tourneys. "Multiplitas delectat (II)", a selection of 11 Gerhard Maleika problems showing 15 moves of the black queen as défenses. ## #28 (8/74): 12 pp. "On the theory of the block problem" by E. Umnov, a long and deep article. "Double Forced Capture" by Hans Klüver, discussing an idea of Kurt Bacmeister: both sides must capture if possible. Four sample problems and announcement of a tourney. Birthday article on Friedrich Burhard.

(Over)

CHESSWORLD (Cont.): PUBLICATIONS RECEIVED --

APCT NEWS BULLETIN (o-o of American Postal Chess Tournaments, Box 70, Western Springs, IL; ed. Helen Warren; monthly; offset; 12/\$5 3rd-class, 12/\$6 1st-class (Jrs. 18 & under \$3.50 rds, \$4.50 1st); 2 yrs., \$9 3rd, \$10.50 1st; 3 yrs., \$13 3rd, \$15 1st) -- IV:1 (1/75): 16 pp. / APCT Tournaments flyer; report on 1974 APCT Games of the Year Awards; Game Results & Progress Reports; APCT news/announcements; APCT Ratings; Chess Problems (2), by Max Lawrence; Game Analysis, by Ken Collins; Jim Marfia analysis Game 19 of Korchnoi/Karpov match; cartoons; Problem-Solving Exercise, by Norman Reider; letters; National & International News; book reviews; ads; APCT miscellany. ## IV:2 (2/75): 16 pp. / Tourney Flyer; Game Results/Progress Reports; APCT News/Announcements; APCT Ratings; National/International News; Max Lawrence's Problem page; Game Analysis, by Ken Collins; Games by APCT Players; more re 1974 Game of the Year Awards; Biographies of players in this year's USSR Top League Tournament, by Jim Marfia; Chess Crossword Puzzle, by Norman Reider; letters; Problem-Solving Contest Winners; miscellany. ## IV:3 (3/75): 18 pp. / Tourney Flyer; Game Results/Progress Reports; APCT News/Announcements; APCT Ratings; book reviews; Max Lawrence's problem page; Games from APCT Play; APCT Game of the Year Award, 1974, w/analysis by Ken Collins; Jim Marfia on the 1975 USSR Jr. Championships; Game Analysis, by Collins; letters; National/International News; Introd. to Claude Bloodgood; miscellany. ## Nice selection of general material in addition to mandatory club-related features.

ATLANTIC CHESS NEWS (Glenn Petersen, POBox 334, Piscataway, NJ 08854; offset (on newsprint); 11½" x 17"; monthly; 30¢ ea., \$3/yr.; "dedicated to increasing Chess activity on all levels, in New Jersey and surrounding states") -- III:1 (1/75): 8 pp.; regional news/tourneys/announcements/reports/etc.; letters; columns by Don Gardiner (on origins of S. Jersey Chess League), Temple Patton ("Psychology and the Chess Rating System"), Bob Lincoln (re Chess problems w/humorous aspects); R. Durkin (Chess game report); "Psychology of the Sac!", by John Artise; "Time to Reorganize!", by Michael Valvo; book review; ads. ## III:2 (2/75): 12 pp.; regional news/tourneys/results/etc.; letters; columns by Lincoln (problems--re Schiffman defense), Durkin (game report), Patton ("Smith-Morra Gambit Declined" (Pt. V)), Gardiner ("Memories of a Remarkable Chessplayer" (Pt. I)); "What's the Best Book?", by John Artise (short reviews); misc. games; "The Easy Win!", by Frank Abarno (repr. CHESS SCRIBE 7/73); book review by Steve Stoyko; Club Directory; ads; miscellany. ## III:3 (3/75): 8 pp.; regional news/tourneys/reports/etc.; columns by Gardiner ("Memories of a Remarkable Chessplayer" (Pt. II) (re John Wesley Hildebrand, Jr.)), Lincoln (re use of pinning tactics in Chess problems), Durkin (game report); letters; Peter Tamburro, Jr. on the Danish Gambit; ads. ## Lots of ads & news, w/interesting columns.

CAROLINA GAMBIT (o-o of N. Carolina Chess Assoc.; ed. Lee Taylor; Box 396, Carrboro, NC 27510; dues \$3/yr., to Alfred Post, 420 Maupin Ave., Salisbury, NC 28144; offset; 5½" x 8½"; bi-weekly) -- 1-2/75: 16 pp.; Minutes of Annual NCCA Business Meeting; Rex Demers on the Openings (q&a); Demers on the Bird Variation of the Ruy Lopez; Game of the Month (w/analysis), by Ken Collins; "Pawn Power" column by "Dr. Al"; report on RAM VI Open, by A.C. Menius; report on Duke Fall Open, by Steve Whiteman; report on Wake Forest Open, by Stephen Herman; Jeff Brewton reports on Burke Chess Club Championship; NCCA Tournament Calendar; Games by NCCA players. ## 3-4/75: 16 pp.; NC Ratings; Rex Demers on the Openings; Game of the Month, by Ken Collins; Dr. Al's Pawn Power column; A.C. Menius reports on RAM I Open; other tourney reports by R.R. Hight, Jr., Stephen Herman, Alan Lipkin, A.C. Menius, Lipkin again; NC Tournament Calendar; Games by NCCA members; miscellany. ## Another clubzine with nice mixture of general and club material.

CHESS (Chess Ltd., Sutton Coldfield, B73 6AZ, England; ed. B.H. Wood; offset; 5½" x 8½"; monthly (ea. issue is double-issue); 30p (\$1) ea., £3.50 (\$9.50/yr.) (as U.S. Subscription Agent, we can offer, to TGL subbers & traders & 1st-time subbers, a special annual rate of \$8)) -- 40:710-11 (12/74): 32 pp. / ads & covers; Postal Chess League section; news/announcements; Chess Curiosities by Irving Chernev; problems; annotated games; Chess fiction, by David Stevenson; "N-Q5 in the Sicilian, and Other Things", by Bernard Cafferty; Chess Crossword, by M.N. Sutton; letters; short bits
(Cont. next page)

CHESSWORLD: PUBLICATIONS RECEIVED (Continued) --

& pieces; book review; "some charming finishes" collected by J.C. Day; miscellany. ## 40:713-14 (1/75): 32 pp. / covers & ads; news/announcements; calendar of coming U.K. events; letters; "The Philippines--Chess Paradise!", by Ray Cannon; "The 1974 Evening Standard London Chess Congress" (text by John Ripley, games annotated by Jimmy Adams); "The Hastings Premier, Game by Game"; miscellany. ## 40:715-18 (2-3/75): 64 pp. / covers & ads; calendar of U.K. events; news/announcements; "The 37th Hoogoven International Tournament", reported/annotated by J.M. Ripley; Chess fiction by Richard Jones; Chess Curiosities by Irving Chernev; poem by Leslie Hesbrook; "Baden-Baden 1870: The First Tourney Interrupted by War", by Paul Hugo Little; "The Veresov System: Take Control of the Play from Move 2!", by Lev Alburt & Robert Bellin; misc. annotated games; "The Hastings Premier, Game by Game" (Cont.); Postal Chess section; miscellany. ## An outstanding Chess 'zine, with something for everyone!

THE CHESS ARTS #37 (1-2/75) (Bob Long, 1026 Arlington Ct., Davenport, IA 52803; offset; 5½" x 8½"; bi-monthly; \$1 ea., \$5/yr. Canada & N.America, \$6/yr. elsewhere) -- 24 pp., incl. cover; "Chess-Playing Devices", by Mike Pennell; "New Chess on Stamps Issues"; Editorial; tidbits of news & info; short pieces on Russian '63 Chess stamp & on Petrosian; book reviews; Index for '74 CHESS ARTS; ads; miscellany. ## Wide variety of interesting material, in attractive format.

THE KING'S FILE (o-o of D.C. Chess League; ed. Jack Frazier, 1962 Upshur St., N.W., Wash., DC 20011; offset; 5½" x 8½"; 25¢ ea., \$1/yr., from D.C. Chess League, POBox 109, Wash., DC 20044; quarterly) -- VII:4 (12/74): 16 pp., incl. covers; letters; Games from Recent Events; Editorials; Reports from Recent Events; Calendar of Coming Events; Directory of Area Chess Clubs; miscellany. ## VIII:1 (3/75): 20 pp., incl. covers; letter; "The Trouble with Chess", by Robert Jennings; Games from Recent Events; Reports from Recent Events; Editorials; Tentative '75 Tournament Schedule; Directory of Area Chess Clubs; miscellany. ## Informative club organ.

NORTHWEST CHESS (P.O. Box 1631, Yakima, WA 98907; monthly; offset; on newspaper; 7½" x 11"; 50¢ ea., \$5/yr. (\$4 under 21; in Wash. \$6 (\$4 under 21), incl. dues; in Oregon, \$5 (\$4 under 21), from Harry Gliden, 243 S.Stage Rd., Medford, OR 97501), incl. dues; o-o of Wash. Chess Federation, Br. Columbia Chess Federation, & Oregon Chess Federation; ed. Dan Bailey (4761 21st Ave., N.E. #1, Seattle, WA 98105) -- #325 (12/74): 40 pp., incl. cover; area Chess Calendar; Ratings; Br. Columbia section, by Jon Berry; Directory of area Chess Clubs; annotated games; misc. tournament reports; "Chess Behavior and Behaviorism", by S.M.C. Duncan; "Point Count Chess", by Dave Clendaniel; report on last seven games from Korchnoi/Karpov match; misc. re the match; Problems; Wm. Abbott on Time Forfeits; notes/announcements; miscellany. ## #326 (1/75): 40 pp., incl. cover; Chess Calendar; Ratings; Games; Editorials; Oregon News; news/announcements; Directory of Chess Clubs; results; Problems; "Nature of the Helpmate & Selfmate", by David Brown; "Russell's Chess Chats", by Russell Miller; Annotated Games, by Donaldson; Chess fiction, by Fritz Leiber (repr. IF 8/74); ads; miscellany. ## #327 (2/75): 32 pp., incl. cover; Chess Calendar; Ratings; Br. Columbia section; annotated games; tourney results; news/announcements; Directory of Chess Clubs; letters; Problems; book reviews, by Miller; Pt. 2 of Leiber story; ads; miscellany. ## #328 (3/75): 32 pp., incl. cover; Chess Calendar; Ratings; Br. Columbia section; news/announcements; annotated games; tourney results; "Russell's Chess Chats"; Directory of Chess Clubs; Problems; ads; miscellany. ## Packed full of information ("miscellany" covers a lot of ground....).

NOST-ALGIA (Bulletin of the Knights of the Square Table, a club devoted to the play of postal games; \$7/yr., \$30/5 years, from Bob Lauzon, Drawer G, Pittsford, NY 14534 (must be recommended for membership by current member); monthly; offset; 8 3/8" x 6 3/4") -- #177 (1/75): 28 pp. / covers; notes/announcements; columns by Ted Drange (on Go), Les Roselle ("Chess 4 Fun"--humor), Phil Cohen (Chess Variants), Cohen again (misc. games), Ray Reithel (annotated Chess game), Anton Pavlis (Chess Problem section), Rob Orrell (misc. fairy problems), Tom Rennack (Chess miscellany--poem, this month), Ralph Betza (Go & Chess Variants); plus league & game results, ratings, tourney info, vignettes of members. ## #178 (2/75): 24 pp. / covers; notes/announcements; columns on Go, "Chess 4 Fun", Chess Variants ("Spite Chess";

(Over)

CHESSWORLD: PUBLICATIONS RECEIVED (Continued) --

"Capablanca's Chess", "Supercapablanca Chess") & misc. games (by Cohen); annotated game, Chess problems; fairy problems, Chess miscellany (poems, etc.), Betza's column; ratings, results, tourney announcements, etc. ## #179 (3/75): 28 pp. / covers; notes/announcements; columns on Go, "Chess 4 Fun", Chess Variants, misc. games (by Cohen), annotated game, Chess problems, fairy problems, Betza's column, Rennack's Chess miscellany section; ratings, results, tourney announcements, etc.; rules for Laska; miscellany. ## #180 (4/75): 28 pp. / covers; notes/announcements; columns on Go, "Chess 4 Fun", annotated game, Problems, fairy problems, Betza's column, Rennack's Chess miscellany section; ratings, results, tourney announcements, etc.; Index to Phil Cohen's, Reb Orrell's, & Betza's Chess Variant columns & other non-orthodox topics in NOST-ALGIA #'s 153-76 and many early issues omitted from his earlier index (in 5/73 issue); letters; miscellany. ## All kinds of good things in NOST-ALGIA--and a club that's a must for all postal games enthusiasts.

THE PROBLEMIST (Proceedings of the British Chess Problem Society; membership £1.25/yr. (62p after July 1), from G.W. Chandler, 46, Worcester Rd., Sutton, Surrey, U.K.; bi-monthly; offset; 7½" x 10"; ed. C. Vaughan, 28, Lewis Rd., Sidcup, Kent DA14 4NA, U.K.) -- 9:30 (11-12/74): 16 pp. incl. cover, / supplements (Solutions to "A Merry Christmas" 1973, 1 pg.; AWARDS IN PROBLEM TOURNEYS #'s 134, 135, 136, 11/74, 12 pp.); notes/announcements; "Newcomers' Corner", by A.J. Fenner & E.W. Beal ("Phase Relations 4"; w/4 problems); "Selected Problems" (Two Movers by C. Mansfield, Three Movers by R.C.O. Matthews, More-Movers by E.E. Zepler, Other Types by A.S.M. Dickins); Original Problems (Championship Section; Twins by B.P. Barnes, Endings by A.J. Sobey, Selfmates & Reflexmates by Irwin Stein, Helpmates by W.B. Trumper, Fairies & Retros by Dr. C.C.L. Sells; Keystio Tourney #13 by Vaux Wilson, Synthetics by J.G. Grevatt); "The '16' Theme", by Leonard Balbus & P.L. Rothenberg. ## 9:31 (1-2/75): 16 pp. incl. cover, / Supplement (list of books for sale); notes/announcements; obits (Wm. Cross, V.R. Parton); Synthetics by Grevatt; Selected Problems (same as #30); Orig. Problems (same as #30, thru Sells); Twins Award 1972-73; Selfmates Award 1972-73; Lecture Report: "One Good Turn...", by B.P. Barnes; "Anticipation", by C. Mansfield; "Newcomer's Corner", by Fenner & Beal ("Legality", w/4 problems). ## A must for anyone interested in Chess problems.

USCF RATING LIST (U.S. Chess Federation, 479 Broadway, Newburgh, NY 12550; offset; monthly (supplements); free to USCF affiliates, \$1.50 ea., \$16/yr. to others) -- 1/75 (Suppl. #2 to '74 Annual List): 28 pp.; announcements; list of rated events; ratings (otb games only). ## 2/75 (Suppl. #3): 32 pp.; as in 1/75, above. ## 3/75 (Suppl. #4): 24 pp.; as 1/75 above. ## 4/75 (Suppl. #5): 32 pp.; as in 1/75, above.

VIRGINIA CHESS FEDERATION NEWSLETTER (0-0 of Va. Chess Federation, 1707 Grove Ave. #3, Richmond, VA 23220; membership \$3/yr., \$60 Life; ed. James R. Addison & Steven G. Bookbinder; monthly; offset; 5½" x 8½") -- XLI:4 (1/75): 24 pp., incl. cover; Macon Shibut on positional play; Editorials; Annotated Games from Houston International, by Robt. Huebner; '75 Tournament schedule; list of upcoming Va. events; notes/announcements/tourney info & results/news/misc. short pieces. ## XLI:5 (2/75): 32 pp., incl. cover; Va. Open report; article on Karpov; Va. Chess Club Directory; '75 Tournament Schedule; '76 Schedule; Editorials; report on Houston International's Best-Played Game; Upcoming Va. events; news/announcements, tourney info & results/short pieces. ## XLI:6 (3/75): 16 pp., incl. cover; Games section; Chess Clubs in Va. '75 & '76 Tournaments; Upcoming Events; news/announcements; short pieces; tourney info/results. ## Full of news & info on Va. Chess events.

MISCELLANY --

Stephen Howard writes that "All kinds of Chess/Go goodies, mostly books but quite a few magazines and some equipment, are available from: BOSTON CHESS STUDIO/335 Newbury St./Boston, MA 02115. Their catalog is available on request."

Phil Cohen writes that "John Gallon, 3107 So. Myers Rd., Lot 32, Geneva, OH 44041, is working on a second book of Chess variants. Variant inventors might want to know so they can send him material."

Rec'd review copy of Checkmate & batch of flyers from UNNECARD CO (see lastish). Will review game in & distribute flyers with next TGL.

SALGAMUNDI

Finally, we attack the pile of unreviewed general-gaming & misc. 'zines which arrived during our '74 publishing layoff. As with the last three catch-up double-issues, we will not cover every piece of material in every 'zine, but will try to concentrate on highlights of ea. issue. Full coverage will resume when we have completely caught up.

PUBLICATIONS RECEIVED (thru 15 Apr. '75) --

THE APBA JOURNAL VII:10 (6/74) (29 S.Kingston St., San Mateo, CA 94401; monthly; offset; 50¢ ea., \$5/yr., ed. by Benjamin Weiser, 415 Cotswold Lane, Wynnewood, PA 19096) -- 16 pp.; 50th issue, which looks back on previous issues (incl. reprints) in addition to new material (short articles, league reports, etc.) on APBA sports games; letters; sections on Football, Basketball, Baseball; ads. ## As far as we know, the only 'zine currently(?) being published dealing exclusively with APBA games--the finest sports board games we have seen.

THE GAME BOARD (The Wonderful World of Games, Inc., 314 Marshall Ave., Laurel, MD 20810; now bi-monthly; offset; 5½" x 8½"; free to TWWoG members (\$5 lifetime, entitling member to TGB and discounts on games & services offered thru TWWoG)) -- #1 (3/74): 12 pp. / covers (8½" x 11"); policy statements; ads; mini game reviews; reviews of Sleuth, France 40; questionnaire results; "Tactics II Reprise". ## ? (undated/unnumbered; 8½" x 11"): 14 pp. / covers; ads; 4000 AD review; 3M page; mini game reviews, by Lee Brunell; miscellany. ## 8/74: 8 pp., incl. covers; poem; puzzle; review of Flying Tigers; ads. ## 9/74: 8 pp., incl. covers; puzzle; poem; review of Football Strategy; ads. ## 10/74: 8 pp., incl. covers; poem; letter to members; puzzle; ads. ## 1/75: 8 pp., incl. covers; puzzle; ads; miscellany. ## 2-3/75: 12 pp., incl. covers; notes/announcements; puzzle; miscellany; ads. ## In place of 11 & 12/74 issues rec'd the TWWoG Master Catalog (64 pp. / covers); includes games from Adult Leisure Products Corp., Avalon Hill, Cadaco, Conflict Game Co., Createk, Gamut of Games, Guidon Games, Hardwell Assoc., Hypergames, Hoyle, S.J. Miller, Pass-Out Games, Inc., Reiss, S.P.I., Third Millenia, U.S. Games Systems, Inc., Wif'n Proof, Louis Zocchi, 3M (all but 3M are discounted for members). ## Join TWWoG now; after buying only three games, your life membership fee will be more than covered, and you'll be ahead on any future game purchases.

GAMES & PUZZLES (Edu-Games (U.K.) Ltd., 11 Tottenham Ct. Rd., London W1A 4XF, U.K.; ed. David Pritchard; offset (multi-color cover); 8½" x 11½"; 30p (90¢) ea., £3.60/yr., £10.80/3 years U.K. (Overseas £4.20/yr. surface, £8.25/yr. airmail (U.S./Canada \$10.80 & \$20, resp.), 3 yrs. £12.60 surface, £24.75 air (U.S./Canada \$32.40 & \$60, resp.), from GAMES & PUZZLES, POBox 4, London N6 4DF, U.K. (note increased rates) (as U.S. Subscriptions Agent, we offer discounts of \$1/yr. to G.B. members (TGL subbers & traders) and 1st-time subbers); monthly) -- #24 (5/74): 40 pp., incl. covers; R.C. Bell on the history of playing cards; Terry Donnelly describes Quebec 1759, "a new war game with novelty features"; A brief history of Jigsaws, by Peter Smith; "Shogi: A Introduction to Japanese Chess", by Trevor Loggett; Don Putnam on the "novelty crossword"; John Humphries reviews B. Mitchell's The Election Game; Game Reviews: Montage (by David Parlett), Ladaxo (by David Wells), L'Attaque (by Eric Solomon); Spanish Chatter (by Parlett), Car Capers (by Parlett); short book reviews; lettercolumn; Puzzle Pages (6 pp.), ed. Darryl Francis; Competitions; "The Scrabble Board", by Darryl Francis; Xmas Puzzles by Francis; Draughts column ("Blitzkrieg"); John Tilley's Go column ("Semeai", pt. 2); ads. ## #25 (6/74): 44 pp., incl. covers; "What is Wargaming?", by Donald Featherstone; Bernard Kew on the history of early commercial games; David Parlett's new darts game, Bang On!; new game by J. Kenneth Jones (Tenement: simulation on housing problem); Easy Puzzles for casual solver; Don Putnam reviews THE GUARDIAN's Crossword Puzzle editor; Game Reviews: Cabbie, Exploration, Escape from Colditz Castle, Admirals; short book reviews; Annotated Scrabble game; (by Darryl Francis); lettercolumn; new game: Zug, by J.I.P. Simpole & D.J. Springgay (abstract game); Index to G&P #'s 1-24; Puzzle Pages ed. by D.Francis; ads; Competitions; Draughts column; Chess column (re Chess problems). ## #26 (7/74):

(Over)

SALMAGUNDI: PUBLICATIONS RECEIVED (Continued) --

44 pp., incl. covers; "The Tarot Pack: Its History", by R.C. Bell; Don Featherstone's wargaming series (this: "How to Win Friends and Influence Your Enemies!"); puzzles for the non-puzzler; Pt. I of 4-part series on Mancala, by Ian Lenox-Smith (incl. rules to Ayo); Sid Sackson on his new game, Sleuth; Pt. II of B.Kew's history of early commercial board games; Don Putnam's Crossword Puzzle column; Draughts column; Arthur Taylor on Pub Games (this, Shove Ha'Penny & Shovel Board); lettercolumn; Game Reviews: Jackpot, Wff'n Proof, Hanafuda; short book reviews; Puzzle Pages, ed. D. Francis; Competitions; short reviews of some new Chess books; D.Francis' Scrabble column; John Humphries reviews A.S. Lewis' game of Quirk; ads. ## #27 (8/74): 44 pp., incl. covers; History in Pictures of the Lewis Chessmen, by R.C. Bell; Arthur Taylor on Pub Games (this, Rings and Things); D.Francis' Scrabble column; lettercolumn; Giant Crossword; Pt. 2 of Lenox-Smith's Mancala series (this, Oware); puzzles for the casual puzzler; Don Putnam's Crossword Puzzle column; Harry Woollerton on Card Buluch; Game Reviews: Cooks Tours, Challenge Golf, Careers; Don Featherstone on "Individual Warmanship"; Darryl Francis' Puzzle Pages; Competitions; David Parlett on Bezique; Chess column; ads. ## #28 (9/74): 44 pp., incl. covers; Trevor Leggett on Opening Play in Shogi; "How to Protect Your Game", by Bernard Kew; Pt. 3 of Lenox-Smith's Mancala column ("Oware and its Variations"); "Movement, Morale and the Mée", by Don Featherstone; puzzles for casual solvers; lettercolumn; Don Putnam & Edmund Akenhead tackle a TIMES Crossword competition; Arthur Taylor on Pub Games (on Dartboards); Harry Woollerton on Bluff; D.Francis' Puzzle Pages; Chess column (Alex Bell on "Robots and Their Makers"); Competitions; Game Reviews: Lee vs. Meade, Propaganda; D.Francis' Scrabble column ("Improper Names"); John Humphries reviews Mathematical Dice, by David & Mary Thompson; Draughts column ("Death in the Double Corner"); ads. ## #29 (10/74): 44 pp., incl. covers; "Marketing Your Game", by David Pagani; #4 in Mancala series, by Lenox-Smith (on two Oware variations); Novelty Crossword; Don Putnam on Crossword Literature; 2 pp. easy puzzles; lettercolumn; Game Reviews: Escape from Colditz, Cartel, 1776, Philately; Book Reviews, by Paul Richmond (wargaming books); David Parlett on the "luck, logic and lore" of playing cards; "Model Soldiers", by Don Featherstone; Arthur Taylor on Pub Games (this, Pink Nines, Crash, Bastard, Phat, Racing Aces); "Learning Maths Through Games", by John Deans; Darryl Francis Puzzle Pages; Competitions; John Humphries reviews R.A. Wyvill's Kuvro; D.Francis' Scrabble section; Draughts section ("The Changing of the Guard"); ads. ##

#30 (11/74): 52 pp., incl. covers; Edward De Bono on his L-Game; "The Solitaire Revival", by John Maltby; 2 pp. "puzzles for non-puzzlers"; "Evolution of a Game", by Robin Wyatt (re "the development of an adult wargame from origination to production"); Game Reviews: Crown Chess, Hare and Tortoise, Confrontation; short book reviews; David Parlett reviews Montage; Don Featherstone's wargaming series ("Preparing for Battle"); 8-pg. Crossword Section; lettercolumn; Arthur Taylor on "Video Games"; D. Francis' Puzzle Pages; Competitions; D.Francis' Scrabble section; David Parlett "On the Cards"; John Humphries reviews Steve Wilson's Pennyroyal; Draughts column; Chess column (on blunders); ads. ## #31 (12/74): 52 pp., incl. covers; "Family Favorites" (Richard Sharp on "Christmas Games"); David Ramsey analyses Solitaire; R.C. Bell on his collection of Word Games; easy puzzles; Game Reviews: Spectra, Goldrush, Election; Book Reviews; lettercolumn; Harry Woollerton on Ambush; Sid Sackson on his pen-and-pencil game, Cutting Corners; Go problems; "A Christmas Selection" (Derrick Knight picks five games for gifts); 8-pg. Crossword Section; David Parlett "On the Cards"; Darryl Francis' Scrabble section; D.Francis' Puzzle Pages; Competitions; ads. ## #32 (1/75): 52 pp., incl. covers; John Humphries analyses Confrontation; David Pritchard reports on 1st World Computer Chess Championships; Harry Woollerton on Devil's Golf; R.C. Bell on early race games; Go problems, w/commentary by Stuart Dowsey; Game Reviews: What Am I Bid, Stepping Stones, Tricolor; Book Reviews; John Humphries reviews Snakes, by B. Mitchell; Arthur Taylor on Pub Games (Quoits & Horseshoes); Backgammon for beginners; 2 pp. easy puzzles; lettercolumn; Eric Solomon's p-&-p spy game, Subterfuge; 8-pg. Crossword Puzzle section; D.Francis' Puzzle Pages; Competitions; D.Parlett "On the Cards"; D.Francis' Scrabble

(Cont. next page)

SALMAGUNDI: PUBLICATIONS RECEIVED (Continued) --

section; ads. ## #33 (2/75): 52 pp., incl. covers; some notes by David Parlett on his game Hare and Tortoise; "Surprises, Problems and Paradoxes", by Peter Hines; Go problems, by Stuart Dowsey; 2 pp. easy puzzles; Arthur Taylor on Pub Games (thish, Pool), R.C. Bell on Karuta (traditional Japanese card game); Game Reviews: Executive Decision, Seastrike, Flutter, Safari Round-up; Book Review; reviews of Chess books; Eric Solomon's p-&-p game, Aggression; 8 pp. Crossword Puzzle Section, ed. Don Putnam; lettercolumn; John Humphries reviews P.C. Vining's Claymores and Kilts; David Wells' Puzzle Pages (incl. articles "Numerical Tauntonyms" by D. Francis, and D. Wells on H.E. Dudeney); Competitions; David Parlett "On the Cards"; Backgammon section; D.Francis' Scrabble section; ads. ## We've used just about all the superlatives we can think of in past reviews of this outstanding 'zine, so we'll just let the above contents descriptions speak for themselves, and wait for your subs!

TABLE SPORTS SCOREBOARD (Jack Kohn, 101-1 Raintree Circle, Minot AFB, ND 58704; temporarily suspended publication after 8/74 issue, to resume "early in 1975"; until that time, was monthly, offset, 9" x 13", 75¢ ea., \$4/yr.) -- V:1 (11/73): 8 pp.; V:2 (12/73): 10 pp.; V:3 (1/74): 8 pp.; V:4 (2/74): 12 pp. / ad flyers for Replay Games, Inc.; V:5 (3/74): 12 pp.; V:6 (4/74): 8 pp. / Replay ad flyers; V:7 (5/74): 12pp.; V:8 (30/6/74): 8 pp.; V:9 (31/7/74): 8 pp.; V:10 (31/8/74): 8 pp. ## News, short articles, columns, letters, ads, league reports and the like on adult table sports games, with emphasis on Baseball; Golf, Football, Basketball, and Racing. A few highlights from the above issues: V:1--Dick Hormel on results of all-star series between all-time greats of Negro leagues and all-time greats of major leagues; V:4--Michael Barnd reviews Strat-O-Matic's Basketball game; Rules for Dave Zea's Fast Action Boxing Game; V:7--Julian Compton evaluates various Boxing games on the market; Keith Morse describes his Football statistics system; V:10--Jack Kohn reviews Ashburn Industries' Longball; Compton rates Boxing games.

MISCELLANY --

BOOKS ANNOUNCED: GALE RESEARCH CO., Book Tower, Detroit, MI 48226 -- Bell, Bat and Bishop: The Origin of Ball Games, by Robert W. Henderson (\$14; 221 pp.): "discusses the development of all modern games played with bat and ball and traces the gradual emergence of ball games for recreation. . . There are documented chapters on mock combats, polo, Christian ball ceremonies, tennis, stoolball, football, hurling, racquets, golf, billiards, lawn tennis, cricket, etc. Several chapters are devoted to an extended discussion of baseball which explodes the persistent myth that the sport was 'invented' by Abner Doubleday." Orig. pub. '47 by Rockport Press; Introd. by Will Irwin; Foreword by John Lardner; 34 illus.; bibliography; index. ## Contemporary Games; A Directory and Bibliography Covering Games and Play Situations or Simulations Used for Instruction and Training by Schools, Colleges and Universities, Government, Business and Management, compiled by Jean Belch: Vol. 1, Directory (\$48; 560 pp.; "a guide to over 900 decision-making and problem-solving exercises having sufficient intellectual content to be used for educational purposes by schools, colleges and universities, government, and business. . . covers both current and retrospective games. . . The games included in the Directory may be simple or complex, manual or computer operated. Excluded are universal or classical games such as chess, checkers, and 52-card games (although the basic principles involved in these games may be a part of the games included); games that are purely matters of chance; games that involve primarily physical skill, such as billiards, marbles, and darts, as well as athletic sports; and war games as a class (although some special cases of political or historic interest have been included). The main part of the work lists the contemporary games alphabetically by the names of the games. . . . The Guide to Subject Areas lists each game, followed by its age and grade level breakdown, according to subject . . . In the Age and Grade Level Breakdown the games appear alphabetically in broad categories . . . The Designers and Producers Index/List of Addresses is an alphabetical list of designers and producers, with their addresses, followed by the names of the games that each distributes."); Vol. 2, Bibliography (\$45; 408 pp.; "arranged by subjects, and includes cross references to related

(Over)

SALMAGUNDI: MISCELLANY (Continued) --

entries within the subject section and in other sections. Containing 2,375 entries, the work provides both an overview of each subject area and an indication of specific references. In addition to supplying annotations for most of the references listed under game descriptions in Volume 1, this volume gives over 1,000 annotated references to articles, books, etc. not mentioned in Volume 1. . . . The references in the Bibliography cover the years from 1957 through 1973. The citations refer to both popular and technical sources, including books, articles, scholarly papers, proceedings, directories, and bibliographies that cover games, play situations, and simulations used in instruction in education, government, and business. Some older books and articles are also cited, including the classics in educational gaming in various fields. . . . Author, institution, game, and supplementary subject indexes are included to facilitate research as well as to provide access to areas of special interest." **##** Guide to Baseball Literature, ed. Anton Grobani (\$15; 363 pp.): "contains 3,000 classified entries, each consisting of bibliographic details and, when appropriate, an annotation on the item's scope and contents. Covered are books, articles, pamphlets, and other materials published in the United States from the inception of baseball to the present day. . . ." Foreword by Ken Smith; Explanatory Notes; List of Reference Sources; Annotations; Illustrations; 134-column Title Index. **####** INSTITUTE OF HIGHER EDUCATION RESEARCH & SERVICES, POBox 6293, University, AL 35486 -- Handbook of Simulation Gaming in Social Education, by Ron Stadskevlev (Part I, Textbook, \$3.95 (Overseas, \$4.95); 20 articles concerning "What is it?--Why use it?--How to do it (in practical step by step procedures)" by James S. Coleman, Judy Gillespie, Herman Glaess, Lindy Harry, Skip Livingston, Bob MacDonald, Peter McPhail, Jo Michalski, Bob Richburg, Garry Shirts, Ron Stadskevlev; Part II, Directory, \$7.95 (\$8.95 overseas); includes descriptions & comments & suggestions from users & analysts on materials concerned with social education, an annotated bibliography of books, periodicals & newsletters, complete listing of all research conducted by Johns Hopkins Academic Games Project since 1966, etc.; both parts for \$10.95 (\$11.95 overseas); over 400 pp. in all). **####** J.J. KELLER & ASSOCIATES, INC. 145 W. Wisconsin Ave., Neenah, WI 54956 -- Metric System Guide--Volume I (\$59; "contains 15 comprehensive parts designed for specific background in metrology . . . deals with orientation and structure of metrication in this nation".

MAGAZINE REVIEWS (Reviewer, Phil Cohen) --

AMERICAN GO JOURNAL (American Go Association, POBox 397, Old Chelsea Sta., N.Y., NY 10011; offset; bi-monthly; free with membership in AGA (\$7/yr.)) -- IX:4 (7/74): 16 pp.; U.S. tourney news, a piece on Go in Argentina, a lightly annotated master game, 9/4 pages of translated Go advice by Sakai, Kajiwara, Rin and Sakata. **##** IX:5 (9/74): 16 pp.; ditto, announcement of a U.S. tour by Go masters Hane and of the concept of "life" in Go, rigorous enough to be a foundation for computer play. **##** IX:6 (11/74): 16 pp.; ditto, including a very extensively annotated master game by Kitani.

GO REVIEW (from AGA, see above; quarterly; 80 pages; \$15/yr., incl. membership in AGA and sub to AGJ; every issue carries a good number of games with light-to-exhaustive annotation, including one between a new and an established pro in the "Insei training corner", and lots of Japan and world tournament news) -- Spring/74: Interview with Stuart Dowsey, a co-founder of Ishi Press, "Handling Large Territories", telling how to reduce your opponent's territory safely. "Starting and Running a Go Club" by Stuart Dowsey, who's been there. "New Moves: 1973", showing five new joseki patterns that appeared in master games. "Exploring Basic Joseki" by Otake. **##** Summer/74: "Rin Kaiho's Fan" by Seichi Ezaki, on Rin's fan-clicking habit, which would drive Fischer up the wall. "Tesuji to get Stronger By", excerpted from a Fujisawa book. "Exploring Basic Joseki" by Otake. "How to Play Handicap Go as White", by James Kerwin, tells you some things the books don't. **##** Autumn/74: "Secrets of Winning Handicap Go", excerpted from a Kageyama book. "Professional Go", by James Kerwin, tries to show how a professional thinks. Quite a few annotated games this time, many with a foreigner taking part. **##** Not for the very beginner, but if you have a year or two of experience and want to dig deeper--or even plan to some day--send your \$15 in.

(Cont. next page)

SALMAGUNDI (Continued) --

THE PUZZLE PATCH (see TGL #75 for details, explanations, etc.; note that orig. puzzles of all types are urgently needed--issue of TGL added to sub for each problem used. Also, we are starting a problem-solving "ladder" competition--one point for each reprint problem solved, two for ea. original--extension of TGL/TG sub for the person who tops the ladder each issue (now, all we need are some solvers....)) --

Solutions to Puzzles in TGL #77 will be held for another issue to give solvers more time to get their answers in. Please note error in #5, line 4: change "couldn't" to "could". Also please note that sources will no longer be given when puzzles are published, but will henceforth appear with the solutions (to keep potential contestants from looking up the sources of those problems derived from already published sources); exception: composers of originals will be credited at time of publication. (And remember--we need puzzles of all types: word problems, cryptograms, logic problems, math problems, etc.--originals or your favorites.)

Flats:

#12. Word Deletion From opaque TWO of legend old
 Handed down by ONE tradition
 Bawdy Anecdotes are told;
 The ALL deploras such erudition.

#13. Anagram [1 11] SENT AN' COMING

#14. Anagram [*4 *8] IS LAW JERK? O, NO!

Misc.:

#15. $3/4=9$, $3/6=15$, $4/6=20$, $5/4=15$, $5/6=25$, $6/5=24$, $3/2=3$, $7/9=?$ (Orig., by Sharon Miller)

#16. Given the following bidding sequence in a hand of Contract Bridge (E-S-W-N):
1 Heart, double, 2 Hearts, 3 Diamonds; pass, 3 Hearts, pass, 3 Spades; pass,
5 Spades, pass, 6 Hearts; pass, 6 N.T., pass, 7 N.T.; all pass. W led 8 of
Clubs, N played Club 9, E Spade 5. N played following cards to remaining
tricks, in order given: Club J, Spade 7, Spade 9, Spade J, Spade K, Diamond
Q, Diamond K, Diamond A, Heart A, Diamond 10, Diamond 8, Club K. On last
trick, E played Diamond 7. S took all 13 tricks. What were S's 13 cards?

#17. Show how to arrange 10 coins in a 4×4 matrix, one coin to a cell, so they
form the largest possible number of "even" rows (an "even" row being a row--
horizontally, vertically, or diagonally--containing an even number of coins).

#18. Four players who made auspicious debuts in the Minor Leagues last year were
Jones, Smith, Williams and Gores. All had played on college teams, at Penn
State, Colgate, Michigan State, and UCLA (not necessarily respectively), and
their current teams are (alphabetically) Chattanooga, Denver, Indianapolis,
and Rochester. Jones and the player from Michigan State are both pitchers.
Williams plays catcher for Rochester; the UCLA alumnaus is also a catcher.
Gores hit a grand slam against Indianapolis; Smith outdid him against Denver,
hitting for the cycle with eight rbi's--and against Indianapolis, he broke
the record for single-game assists for a catcher. There are no Colgate
alumni on the Rochester team. What is the name of the player from Michigan
State, and on what team does he play?

#19. Decode the following computation, in which the letter "A" stands for any odd
digit, and the letter "Z" stands for any even digit:

$$\begin{array}{r} A A Z) Z Z A A Z (A A Z \\ \underline{Z A Z} \\ A A A \\ \underline{A Z Z} \\ Z A Z \\ \underline{Z A Z} \end{array}$$

(Over)

SALMAGUNDI (Continued) --BOOKS RECEIVED (quickie reviews) (longer reviews welcomed from our readers) --

Discovering Old Board Games, by R.C. Bell (Shire Publications, Ltd., Cromwell House, Church St., Princes Risborough, Aylesbury, Bucks HP17 9AJ, U.K.; '73; #182 in the "Discovering" Series; pb; 4½" x 7"; 40p) -- 80 pp. / covers; Introduction; Glossary; Chapters on Race Games (covers Tjau, Ludus Duodecim Scriptorum, Tabula, Backgammon, Chasing the Girls, Nyout, Pachisi, Georgian & Victorian Race Games, Gold Rush), War Games (covers Shaturanga, Burmese Chess, Siamese Chess, Chinese Chess, Shogi, Gala, Four Field Kono, Surakarta, Alquerque, Fanorama, Draughts, Continental Draughts, Reversi, Ming Mang, Lambs and Tigers, Fox and Geese, Tablut, Dablot Prejjesne, Ringo), Games of Position (covers Pong hau k'i, Mu Torere, Achi, Nine Men's Morris, Renju, Halma, The Conspirators, Go, Ninuki-Renju, Tablan), Mancala Games (Pallanguli, Gabata, Baré), Calculation Games (Rithmomachia), Dice Games (Shut the Box, Four Numbers, Top and Five Balls); also section on Making Boards and Pieces; Bibliography; Index. ## The "Discovering" series is a collection of inexpensive introductory books on a wide range of subjects--archaeology, antiques, collecting, folklore, militaria, natural history, topography, travel, etc. We looked over many of the titles in the series while in England last summer, and didn't see a single title we would not have liked to add to our collection--but had to settle for some of the titles related to gaming and the English comix--two of our many areas of interest. Next trip, we'll be greatly expanding our collection.... As for the title at hand, we have both of Bell's board games books published by Oxford, but found many games in the "Discovering" book not covered by the other two volumes (most are in the earlier books, but there are enough new ones in the Shire book to make it worthwhile--and the ones which are duplicated are among the better board games, so the book will be even more valuable to gamesmen who lack the earlier books). Handy size, clear text, many diagrams, and a good price. A must for anyone interested in board games other than the "standard" Western club games.

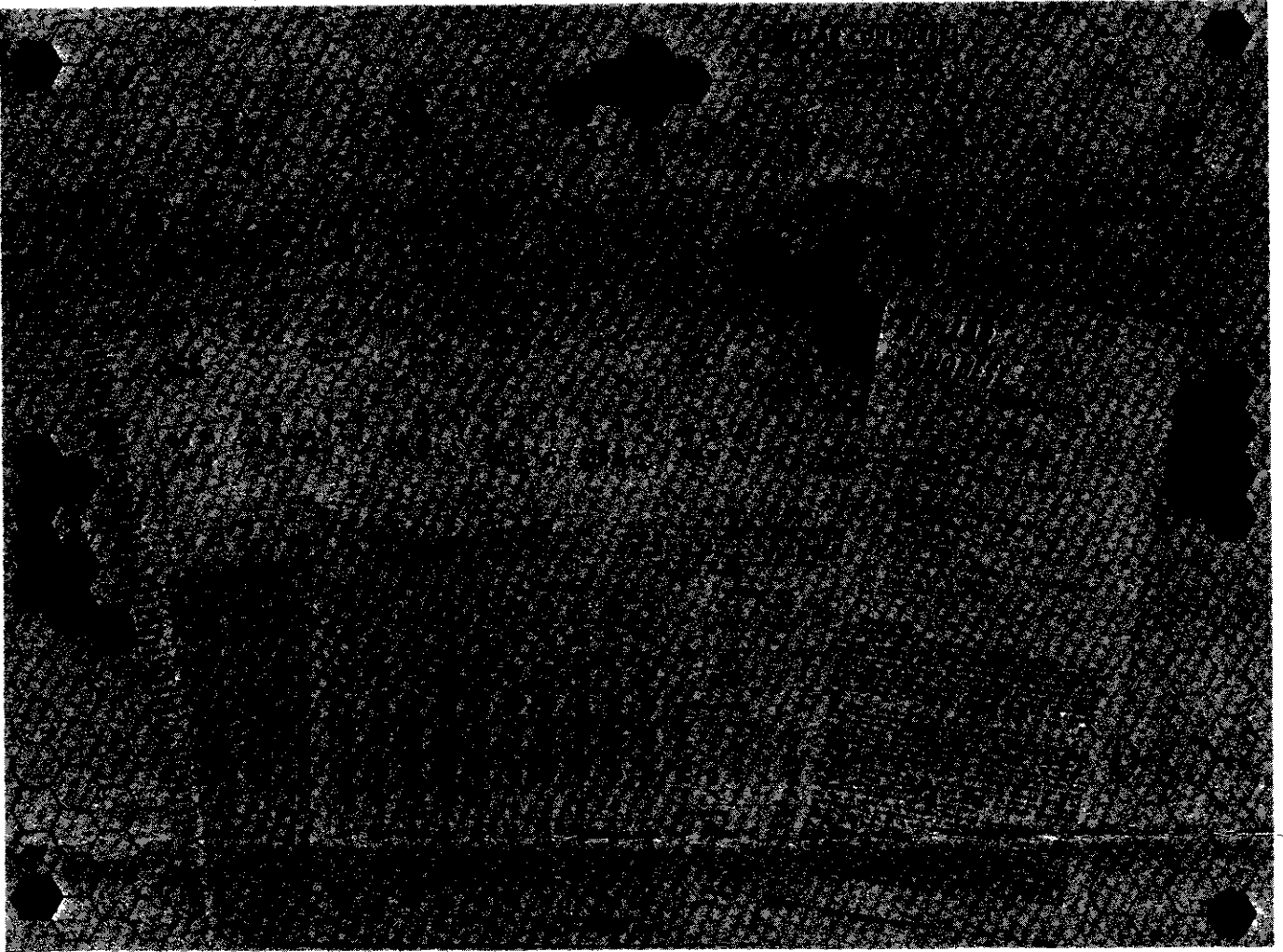
Go and Go-Moku: The Oriental Board Games, by Edward Lasker (Dover Publications, Inc.; NY; 2nd Revised Ed., '60 (orig. pub. '34, by Alfred A. Knopf); pb; 5¼" x 8"; \$2) -- 215 / xix pp.; Prefaces by Lasker; Introduction: "The History of the Game"; Sections on Fundamentals, Elementary Tactics, Basic Strategy, Advanced Strategy, and The Game of Go-Moku; / list of Recommended Reading & Index. ## An excellent introduction to the game which Lasker, one of the world's leading Chess players, said that he was convinced would "gradually share with Chess the leading position among intellectual games in the Occident, just as it has reigned supreme in the Orient for the last three to four thousand years". And one of the few books around which treats of the interesting Go variation, Go-Moku.

The NEW YORK TIMES Book of Backgammon, by James & Mary Zita Jacoby (Quadrangle/The N.Y. Times Book Co., 10 E. 53rd St., N.Y., NY 10022; \$7.95; hb; '73) -- 175 / ix pp.; Foreword by Oswald Jacoby; Preface; 12 "Lessons", written with the beginner in mind but also with points designed to help good player become better; with appendices on "Pip Count" and "The Laws of Backgammon", plus a Glossary; liberally illustrated with diagrams. ## Haven't played Backgammon in 30 years, but skimming through this book has whetted our appetite for trying our hand at it once again. Will use this book to regain our forgotten knowledge & lost skills, as it appears ideally suited for this task. Will report on it again after we've finished with it....

MISCELLANY (Revisited) --

BOOKS ANNOUNCED (also Revisited): QUADRANGLE/THE N.Y. TIMES BOOK CO., address above -- The NEW YORK TIMES Crossword Puzzle Dictionary, ed. Tom Pulliam & Clare Grundman (\$12.50; 685 pp.; over ½ million words).

6th Annual Conference of ISAGA (International Simulation & Gaming Assoc.): June 25-27, '75, at FAST, Piazzale R. Morandi 2, Milan, Italy; entrance fee, 35,000 Lire (free to students); deadline for papers 31/5/75; official language: English (principal reports to be translated); major subjects to be covered: Theory & Practice of Gaming Simulation, Demonstrations of Gaming Simulation, Exchange of Experiences in Gaming Simulation. For more info: FAST, 20121 Milano P.le R. Morandi, 2, Italy.



SOON the stars will be ours. Most early pioneers face harsh deaths under alien suns. Some hardy breeds will found great empires, shaping man's future history. Leadership is the crucial factor. The future will be chronicles of bold men for all seasons struggling against nature and man's implacable enemy — man.

STELLAR CONQUEST formulates these struggles into a sophisticated, multi-factor game format. **YOU** control a complete interstellar society. You direct exploration for Terran type planets. You guide research, spur industrialization, command space-fleets in battle. You play the 'Soldier-King' role for a future stellar nation. Genius isn't needed to master the rules. It does take decisive confidence to win. And, leading nations is always more challenging than a mere battle.

Letters from numerous happy fans tell us that **STELLAR CONQUEST** is something special. Comments like these are gratifying:

"I would like to tell you that I have really enjoyed playing the game and find it a mentally stimulating pastime. The first weekend I had it, I played 3 games."

D. Carter
Ontario, Canada

". . . rather advanced compared to some of the simple-minded science fiction games on the market today."

F. E. Stolper
New Jersey

BUT, CAN YOU DO IT?

Let's be honest. **STELLAR CONQUEST** isn't for the head-on 'let's fight — roll the dice', gamers! Immature gamers who only relish the fight get lost in the strategic interplay. SC is for the subtle generalist, the thinker whose victories seem lucky to the persistent loser. So be frank, if you're saying, "whadda they mean", to yourself right now then **DON'T BUY STELLAR CONQUEST**. You'll only be confused. We like sales but feel it only fair to warn plodders.

IN A NUTSHELL . . .

. . . that's it. An absorbing challenge in space conflict for mature, intelligent gamers. If you like strategy or have any other strategic space game you'll always regret missing this.

Send name, address, zip code and \$8 US (50¢ extra for 1st class return) to:

METAGAMING CONCEPTS

Box 15346
Austin, Texas 78761

Satisfaction or refund policy.

WHAT IS STELLAR CONQUEST?

STELLAR CONQUEST represents an advanced, multi-factor, society-level game system featuring balanced playability in a sophisticated, challenging format. Each player controls a complete interstellar society, making decisions about exploration, technological research, industry expansion, population movements, and space fleet combat. Play occurs in a simulated IBO type open galactic cluster of 54 stars where each hex represents one-eighth of a light year. The struggle for dominance offers players infinite opportunity for exercising tactical military ability and strategic society-level planning ingenuity. If strategy, space, and a complete society challenges you, then **STELLAR CONQUEST** will give you many enjoyable playing hours.

STELLAR CONQUEST COMPONENTS

- * 18" x 24" 6 color map printed on 80 lb. plastic. Legible, more durable than paper maps, easily wiped clean. A clear step-up in game map quality.
- * 400 5/8" ship counters in four clear colors [only yellow shown for clarity], half die-cut on 24 pt. board, color both sides.
- * 12 page rules folder fully play-tested and debugged. Use of Systems Analytic flow-charts and decision tables in design gives a very complete game.
- * A concise data sheet for each player.
- * 78 Star Cards for exploration results.
- * 7 9" x 12" Record Sheets printed on both sides with sample for easy learning.

YOUR SEQUENCE OF PLAY

1. Ship movement in semi-secrecy; all counters face down on the map.
 2. Star exploration; Star Cards determine planetary types and resources. Random results for every game played.
 3. Ship/Ship combat to resolve Star-Hex control.
 4. Planetary Attack resolves Warship/Planetary Defenses combat in conquest assaults on colonies.
 5. Colonization: consists of off-loading population and industry from transports to habitable planets.
 6. Production allocation every 4th year/turn of play. Population growth, technological research, industrial expansion, ship-building, migration, etc. are determined.
- ** You conduct the basic operations and control all the factors of a complete space society and conquer a desirable cluster maybe.

WHAT IS METAGAMING CONCEPTS?

METAGAMING CONCEPTS is a new firm completely dedicated to science-fiction gaming. Our standard is innovative, playable s-f theme games providing an active adjunct to s-f literature and a challenging change for historical game fans. Response shows tremendous interest in games like SC. Interest should increase as rapidly as good new designs become available.

Games in operational planning include:

- * **PLANETHEAD ASSAULT:** tactical simulation of a space task-force attack on a valuable frontier colony.
- * **VULCAN WARS:** futuristic forces battle for choice new planet; land/sea/air/orbital combat.
- * **HYMENOPTRIA:** a society-level simulation of techno-genetically evolving insect cultures rising in a bioindustrial revolution.

THE PITCH

We are proud of SC; it's a break-thru in multi-factor design. If you've enjoyed any other s-f game, enjoy strategy or free-wheeling combat and bluff you will like **STELLAR CONQUEST**, for \$8.

DETAILS DETAILS

- * 50¢ extra for 1st class return.
- * Canadian orders \$1 extra for customs and exchange differential.
- * \$2 extra for non-US/Canada orders.
- * Your order should come 2-3 weeks after check clears. If check doesn't clear, it is lost in mailing.
- * Price is \$8 [did we already say that?]. Satisfaction or refund policy.

METAGAMING CONCEPTS

Box 15346

Austin, Texas 78761